SUPER NINTENDO • GENESIS • TURBO GRAFX • NEO GEO • LYNX • GAME GEAR

DIEHARD GAME FAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 1 • ISSUE 7

CRANK IT UP WITH
ROCK 'N ROLL RACING
GAME FAN GOES BEHIND
THE SCREENS AT INTERPLAY

GAME FAN EXCLUSIVE:
MARIO'S BACK!
FOUR 16 BIT MARIO'S ON ONE CART!

SMOKIN' SEGA EXCLUSIVES!
THUNDERHAWK CD
MONTANA NFL CD

EXCLUSIVE FIRST LOOK
ACTRAISER 2

FIRST PICS
SF2 TURBO EDITION
FOR SNES!

KONAMI STRIKES AGAIN WITH:
ROCKET KNIGHT ADVENTURES
FOR THE SEGA GENESIS

FOUR PAGE MEGA-REVIEW
BATTLEMANIACS
THE TOADS ARE BACK!

HAGGAR RETURNS IN
FINAL FIGHT 2

GAME FAN GOES 3DO!
CRYSTAL DYNAMICS:
CRASH & BURN
& TOTAL ECLIPSE

INSIDE THIS ISSUE:
SNES: ALIEN 3, WWF ROYAL RUMBLE, SHADOW RUN, ROCKEY RODENT, TUFF E NUFF, OPERATION LOGIC BOMB. SEGA: BATMAN CD, DRACULA CD, SONIC CD, FINAL FIGHT CD, STREET FIGHTER 2, TIME DOMINATOR, EX-RANZA.

JUNE 1993 • $3.95

06

0 74470 81753 6

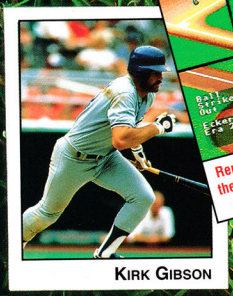
TAKE ON THE PROS!

R.B.I. '93 puts you into the big leagues with nearly 700 *REAL* Major League Baseball Players from all 28 professional rosters, including Colorado and Florida.

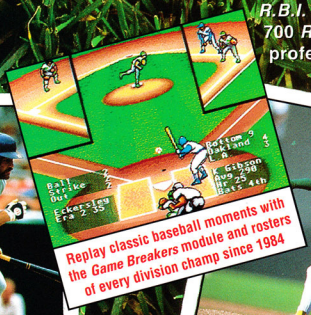
Plus you'll face them on their own turf—from Chicago's friendly confines to the Big Green Monster in Boston.

So before you pick up a baseball game for your Genesis, make sure it's not one of those bush-league efforts with phony stadiums and fake player names taken from the local phone book.

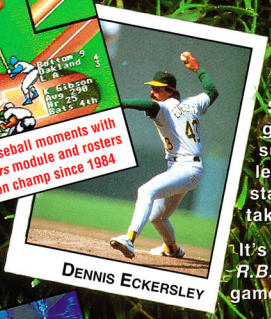
It's easy, just look for *R.B.I. '93*... it's the only game in town.



KIRK GIBSON



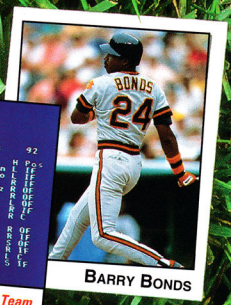
Replay classic baseball moments with the *Game Breakers* module and rosters of every division champ since 1984



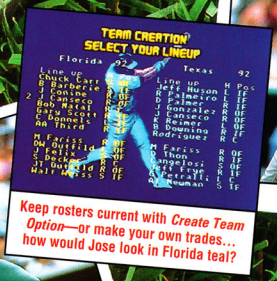
DENNIS ECKERSLEY

KIRBY PUCKETT

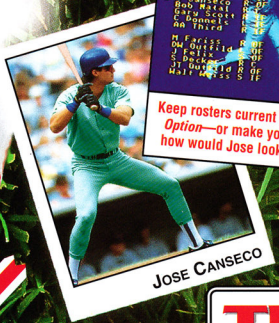
With 28 real stadiums, Kirby Puckett can explode in the hometown Homer Dome or sink a pearl in the K.C. waterworks



BARRY BONDS



Keep rosters current with *Create Team Option*—or make your own trades... how would Jose look in Florida teal?



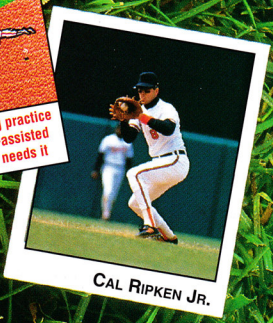
JOSE CANSECO

TENGEN
VIDEO GAMES

R.B.I.™ '93 BASEBALL

MARK MCGWIRE

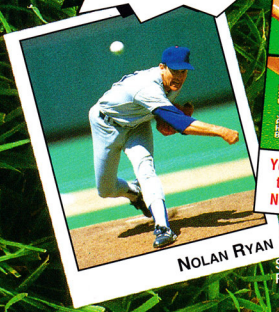
New features include fielding practice and two levels of computer-assisted defense—as if Cal Ripken needs it



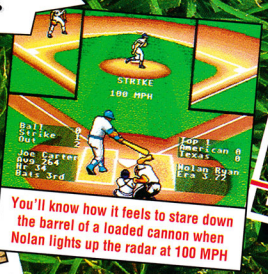
CAL RIPKEN JR.

- Biggest-selling baseball series in video-game history
- Improved and upgraded gameplay features, including *Home Run Derby*, *Fielding Practice* and *Individual Player Performance Stats*
- Full player rosters for all 28 professional teams—including new Colorado and Florida franchises
- Real, fully detailed home stadiums for all 28 teams

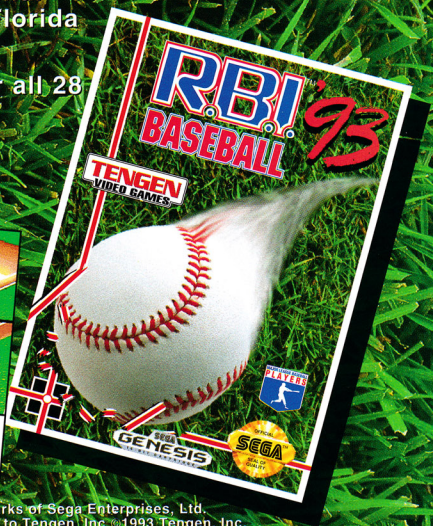
AVAILABLE NOW!



NOLAN RYAN



You'll know how it feels to stare down the barrel of a loaded cannon when Nolan lights up the radar at 100 MPH



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MAJOR LEAGUE BASEBALL PLAYERS

SEGA GENESIS 16-BIT CARTRIDGE

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NEXT GENERATION VIDEO GAME MAGAZINE

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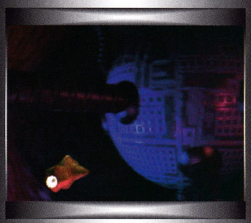

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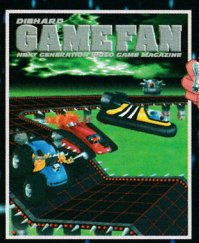

All Art By:
Terry Wolfinger
(The man in the suit.)

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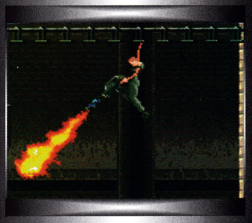

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THE EDITORIAL ZONE

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Welcome to another edition of your magazine. Now that I've stuck my eyes back into my head, here's what's on my mind.

Something new and very exciting is about to hit our industry. I didn't know how exciting it really was until this week but, now that I've seen it with my own eyes, I am excited. It's 3DO, the new 32 bit game system that may change the way you look at games from this point forward. I'm not talking about another upgrade, but about a whole new world of gaming.

I already know what you're saying; "I just got my Sega CD (or SNES) and now here we go again". Well, if I was you, I'd hold onto both as neither has even come close to reaching its capabilities and will undoubtedly reach incredible new heights in the years to come. Not to mention the fact that, most likely, by late '93/early '94, Sega's going to launch a 32 bit system of its own which will hopefully be downwardly compatible. Nintendo's got the SFX, a new 32 meg board and their own CD in the works (don't get your hopes up 'til late next year though).

When we talk about 3DO, we're not talking about an upgrade, but about a whole new standard. This new system will, first of all, satisfy the needs of gamers over 20 (and introduce a whole lot more to gaming) right out of the gate. I guarantee, if you've got the money, you'll buy one. You'll see it, you'll buy it, that's it. No questions asked. Eventually, after a solid user base is in place, the price inevitably will drop, and because of its vast array of uses, 3DO will spread like wild fire.

So, the way I see it, there will be three giants; Sega, Nintendo and 3DO, a perfect blend to meet all gamers needs and a wide range of prices to meet their pocketbooks. Actually, the big investment is in the hardware, games for all three will stay about the same.

The good news is that gaming is here to stay, and reaching incredible new levels so that young, old and everyone in between can now enjoy the greatest lifestyle in the world ... video gaming.

We at Game Fan are looking forward to bringing you 3DO in all its splendor, as well as all the new systems in the future, and we will be working right along side the development companies to bring you up to date information and game reviews like only Game Fan can. The future, my friends, is looking extremely bright, see ya next month.

P.S. I'd like to hear your viewpoints on the 3D0 and the future as you see it. Also, if you're frustrated with the industry currently focusing on such a young audience, let me know. This information (your letters) are what we base our look and editorial focus on. And believe me it can make a difference. So you do the writing and I'll do the rest.

VIEWPOINT

This Gal Gets Around!

Over 30 minutes of full motion animation!

Test your action-reaction skills with 3 levels of difficulty!

From Renovation / Wolf Team

This Gal's been all over, from 70,000,000 B.C. to 4,000 A.D! She's traveling the world searching through time for the devious Luda. Help her stop Luda before the world is destroyed. Jump onto your time machine as you travel through 16 exciting eras from the past, present and future. Leap from plane to plane in a WWII dog fight, sail a Spanish Galleon on the high seas, battle robots in a space station and escape from hungry dinosaurs. Can you and Time Gal brave the challenges and catch Luda before time runs out?

Here's one date you won't forget!

RENOVATION PRODUCTS

Renovation Products, Inc. 4655 Old Ironsides Dr., Suite 265 Santa Clara, CA 95054

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Welcome to Game Fan's TOP TEN and MOST WANTED section. Here are the results based on your cards and letters.... Keep them coming, because each time you write in (see instructions below) your name will go into a monthly drawing to win one of the goodies on the bottom of the page. So make your picks and send 'em in!

TOP TEN

1. Street Fighter II (SNES)
2. Sonic 2 (GEN)
3. X-Men (GEN)
4. Fatal Fury (GEN)
5. Streets of Rage 2 (GEN)
6. Ecco the Dolphin (GEN)
7. Zelda 3 (SNES)
8. Mario Kart (SNES)
9. Flashback (GEN)
10. Pro Quarterback (GEN)

MOST WANTED

1. Sonic CD (MEGA CD)
2. Silpheed (MEGA CD)
3. Batman CD (SEGA CD)
4. Final Fight CD (SEGA CD)
5. Final Fantasy III (SNES)
6. Shinobi III (GEN)
7. Mortal Kombat (SEGA CD)
8. Battletoads (SNES)
9. Terminator CD (SEGA CD)
10. Lunar (SEGA CD)

First Prize: Your choice of a core SNES, GENESIS, or LYNX!!!!! (Cool ha?)
Second Prize: Your choice of Skid, Sgt. Gamer, Tom Slick, or The Enquirer's pick of the month.
Third Prize: A *FREE* year of Game Fan!

Congratulations to the following winners of last month's contest:
First Prize: Mason Asano Jr. of Kanunakai, Hi • Second Prize: Sam Mathewes of Casper, Wy
Third Prize: Joseph Winborn of Virginia Beach, Va

All you have to do to enter the drawing is fill out the readers survey/ TOP TEN card on page 101 and include a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, then send them to:
GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367
Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.
Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

HOCUS POCUS

Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.

Brawl Brothers (SNES)

PLAY 1ST & 2ND PLAYER AS THE SAME CHARACTER.

At the title screen enter the 2 player mode. At the select player screen put the cursor of player 1 and player 2 on either side of the player that you want to play. Press in the direction of the target player at same time from both sides. If it works the 2P cursor should combine with the 1P cursor on top of your target character.

Batman Returns (SNES)

TO START THE GAME WITH 9 CONTINUES

Enter the option screen, then using the 2nd controller press: up, X, left, Y, Down, B , Right, A, Up then X. You should hear a chime and can now continue 9 times.

TO START WITH 9 LIVES

Enter the option screen, then using the 2nd controller press: Up, Up, Down, Down, Left, Right, Left, Right, B, and A. And you will be able to boost your lives up to 9.

Combatribes (SNES)

30 CREDITS

At the game over screen hold down L, R and Select on the 2nd controller until the title screen appears. Now go to the option menu and set the credits to 30.

Cyborg Justice (GEN)

OPTION MENU

Start the game then press pause when the game starts then press C, B, B, C, C, A, C, B. If done correctly an option menu should appear allowing you to increase lives, change stages and get to the ending.

Sonic 2 (GEN)

PLAY SUPER TAILS ON 2 PLAYER SINGLE SCREEN

Go to the option screen and go to the sound test (This part is important, after every number you move to, press the B button to start the music). The numbers are: 19, 65, 9 and 17. If the code works properly you should hear a chime after pressing B the last time. Then go to the title screen, hold down A and press start. You will be warped to round select screen. Then at the round select screen listen to 4, 1, 2, 6, 1, 9, 9, 2, 1, 1, 2, 4 in order. Set the cursor on any stage and press start while holding A button. Then using Sonic, (or Tails) collect 50 coins or more and jump. Sonic should turn into Super Sonic. Then using character change (Press A button to select characters, B button to change the character, and C button to set the character or items) place an item box, (shown on picture) and Tails will turn into Super Tails. Tails should have stars around him and run faster than usual.

BY: MORREY & TOM SLICK

GEAR UP!

THE RAGE IN THE CAGE, THE WAR OF THE WEBS AND THE BATTLE OF THE MACHINES!

ACTION SO INTENSE ONLY 15 FEET OF STEEL CAN CONTAIN IT!

IN AND OUT OF THE RING MAYHEM!

UNPLUG ELECTRO WITH WEB-SWINGING ACTION!

BATTLE DR. OCTOPUS' ARMY OF ARMS!

DESTROY CYBERDYNE RESEARCH!

HASTA LA VISTA, BABY!

For more portable power, check out the bodyslamming excitement of WWF® WrestleMania® Steel Cage Challenge™, the amazing web-swinging action of Spider-Man®: Return of the Sinister Six™, and the explosive firepower of Terminator™ 2: Judgment Day. Gear up for great graphics and game play with the biggest superstars on Game Gear™!

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COLOR PORTABLE VIDEO GAME SYSTEM

FLYING EDGE™

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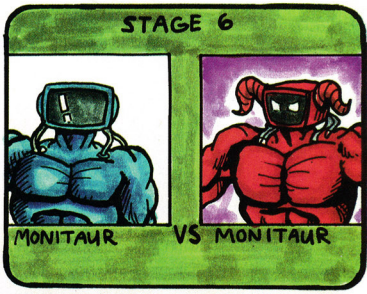
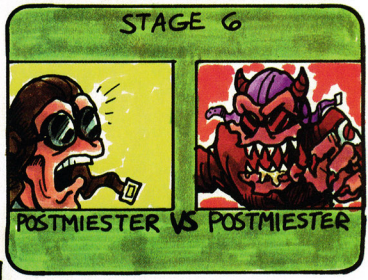
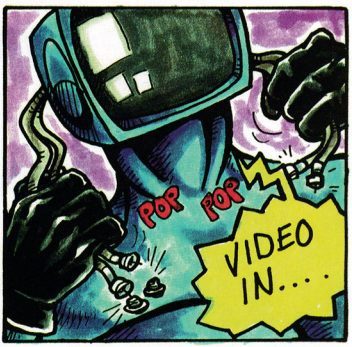
THE ADVENTURES OF MONITAUR
SO HOW DO YOU LIKE BEING TRAPPED IN THE VERY GAME YOU BROKE IN HERE TO DESTROY, HMM?
FATAL BLURY II
POSTMIESTER
MONITAUR
VS COM.
VS COM.
START
I'M SURE YOU'LL FIND THIS FIGHTING GAME MOST CHALLENGING!
CLICK
START
AND SO IT BEGINS..
POSTMIESTER
VS
BEGUILED
MONITAUR
VS
TOYOTA
OH, YOU THINK YER TOUGH? YER NOT SO TOUGH. I WAS IN THE SERVICE TOO, YOU KNOW.
I GOT OUT ON A SECTION 8. CUZ I'm CRaZy.
ROUND 1
FIGHT!
!
SUSHI!

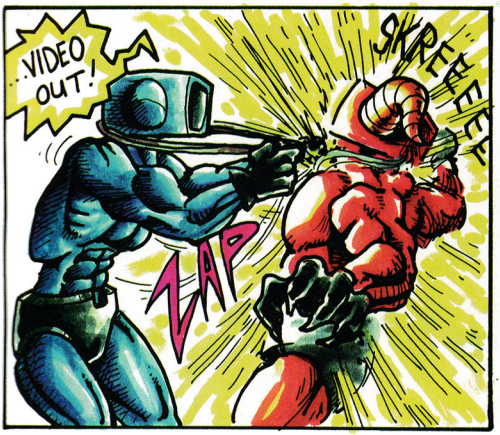
OK! MOVES! GOTTA USE SOME MOVES!
RUSH
SPINNING POSTAL KICK!
SKLUT
MOVES. MUST THINK MOVES.
RAAAAAM
ALL YOU CAN!
BOF
WITH BOTH HEROES BEING VICTORIOUS, THEY CONTINUE TO STAGE TWO...
BOING!
=BLINK=
=BLINK=
WITH THE POSTMIESTER CHALLENGING THE BEAUTIFUL "MY SHARONA" AND HER DEADLY FANS...
...AND MONITAUR VS HUGE BEAR.
GRRRR

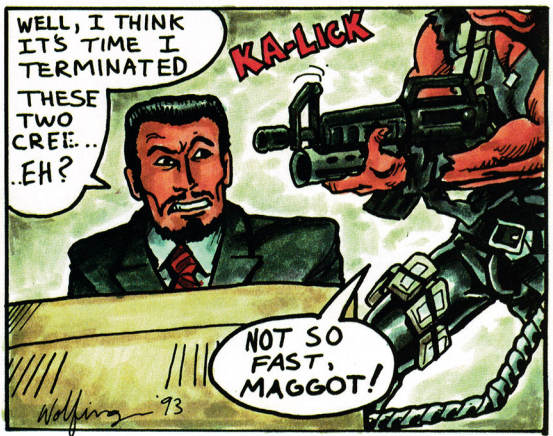
DOINK
HAHTOOTIE!
POSTAGE STAMPS!
FWIP FWIP FWIP
WHATA WASTE.
MEANWHILE...
POWER FLAME!
ROAR
MATCHES
SHOOF
AND SO IT CONTINUES, ROUND AFTER VICTORIOUS ROUND, OUR HEROES TRIUMPH! THEY NOW FACE THE LAST BOSS OF THE FINAL LEVEL!
WELL, ONLY ONE STAGE TO GO. I DOUBT THE LAST BOSS WILL BE ANY HARDER.











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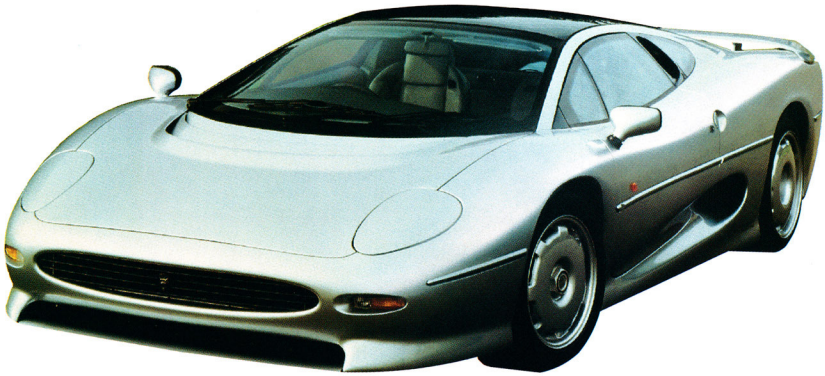
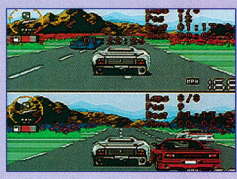
"...THE FASTEST PRODUCTION CAR IN THE WORLD..."

-THE GUINNESS BOOK OF RECORDS 1993





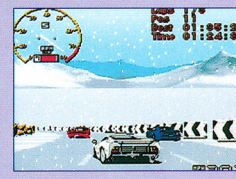
GRAB A BUDDY AND JOCKEY FOR THE CHECKERED FLAG AS "TEAM JAGUAR"—INCREDIBLE SPLIT-SCREEN 2-PLAYER VIRTUAL-RACING ACTION AT 200+ MPH.

JAGUAR XJ220

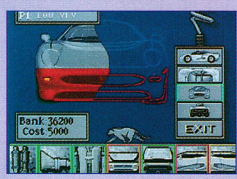
STRAP A SADDLE ON 542 HORSES AND RIDE THIS SILVER ROCKET TO 213 MPH.

IT'S THE ONLY ROAD BEAST ON THE GLOBE THAT CAN BE CALLED "FASTEST IN THE WORLD."

SO KEEP YOUR LOTUS, FERRARI AND PORSCHE IN THE GARAGE...JAGUAR XJ220 HAS ARRIVED.



BURN RUBBER ON WORLD TOUR OR GRAND PRIX CIRCUITS—32 COURSES IN ALL: SAND CHURNERS IN EGYPT, SWAMP FESTS IN THE OUTBACK, EVEN SNOW JOBS IN THE ALPS.



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VIEWPOINT

GAME OF THE MONTH ...

A R.A.R.E. feat.

Not bad for a bunch of frogs.

Babaloooo! I'll play every day.

As I predicted.

VIEWPOINT

HONESTY IS OUR ONLY EXCUSE

VIEWPOINT IS A PLACE YOU MUST VISIT BEFORE YOU GO OUT AND BUY YOUR GAMES, THAT WAY ALL THE GOOD DEVELOPERS WILL GET RICH AND ALL THE BAD ONES WILL EITHER BE FORCED TO IMPROVE OR BECOME TV EVANGELISTS.

Sega
Nintendo
Turbo
Neo Geo

SKID'S PICK	SGT. GAMER'S PICK	TOM SLICK'S PICK	THE ENQUIRER'S PICK
Battletoads put me in the zone like never before. Games of this caliber come along only a few times a year. A finely crafted masterpiece.	2 years after the initial release of the Mega CD, Sega and Malibu finally welcome you to the "next level". Batman CD is an instant classic!	I'll be telling my grand kids about that beautiful day in '93 when I brought this game to its knees. If you don't like Toads, you don't like games.	Out of all the hot new carts we recieved this month I had to pick Battletoads. This will most definitely be my game of the year.

RATED BY:	SKID	SGT. GAMER	TOM SLICK	THE ENQUIRER

FINAL FIGHT - SEGA - CD - 2 PLAYER - SEE REVIEW PG. 21-23

89% This legendary fighter is translated nearly pixel perfect and features a new time attack and an even better sound track, thanks to the CD, making it worth buying again, even if you own the SNES version. They should've called it Super Final Fight.

89% SNES FF? FF2? Forget it! The ultimate Final Fight has arrived on Sega CD. Everything from the arcade is here, including the swinging rails on the subway train, 2 players simultaneous and the additional arcade levels not found in the SNES version. Absolutely perfect!

88% It took a while, but it's finally here. Everything the arcade has is found on this hot CD. The sound effects are bone breaking and the arranged music compliments each level. The time attack feature is also great. It's just after playing Streets Of Rage 2, everything else is not enough.

95% Perfection! Not only does the Sega CD version of FF have 2 player simul with no slow down, but all the levels from the coin-op are also here. As for the music, it's better than the arcade and if that wasn't enough they also added 3 new stages. A perfect translation.

MONKEY ISLAND - JVC - CD - 1 PLAYER - SEE REVIEW PG. 24

65% Monkey island has 2 things going for it; great comedy and colorful graphics. Unfortunately, it also has way too much loading time and unfolds way too slow. It also could have used some voice. PC games aren't for me.

74% The best thing about Monkey Island is its sense of humor. This game is a direct port of the PC title and is a unique blend of RPG and puzzle solving. It's short on action, but is loaded with creativity & fun. If you like a mental challenge that will tickle your funny bone, you won't be disappointed in Monkey Island.

76% The first in what I'm sure will be a long line of PC translations for the Sega CD, Monkey Island, while not particularly exciting to action gamers, gets high marks for its comedy and presentation. A good niche title.

65% Sorry, not my kind of game. Where's the action? While I can appreciate the effort put into this title and the sense of humor, it's just not enough to hold my interest ... pass.

BATMAN RETURNS - SEGA - CD - 1 PLAYER - SEE REVIEW PG. 25

95% Batman CD's driving levels set new standards in the industry and are a total blast, the scaling is sooo smooth and, with the added soundtrack, even the action is good. This is what CD is all about. The music's a 10.

96% I'm in lust! Batman scores a perfect 10 on the droolometer. I've never felt speed & dimension like that in the Batmobile & Batski levels of this game. When you took up Hardware Scaling in the gaming dict., you'll see Sega, Malibu and the Dark Knight. Incredible, unbelievable and a must buy!

91% Where do I begin? Batman CD represents the best that gaming has to offer. The scaling has to be seen to be believed and the music is better than the graphics. Wow!! I'll play this for months and months.

90% I can't belive it! Batman is really what the Sega CD was made for, a new driving scene with scaling that is better than an arcade game, music that is better than the movie or the Genesis cartridge game. With all that in one CD all gamers that are fans of the movie will not be dissapionted with this version.

OUT OF THIS WORLD - VIRGIN - 8 MEG - 2 PLAYER - SEE REVIEW PG. 27

77% Out of This World was better served on the SNES, with the added colors and the awesome musical score which really got you into the story line. It's still a great game on the Genesis and is slightly faster, but I miss the music. Should've been CD.

84% OTW is a favorite of mine. Although the game is identical to its SNES counterpart (even the same passwords work) , I still found it enjoyable. If you own both systems, there is really no reason to buy the Sega version. But, if you are a Genesis-only gamer, you will want to pick up OTW.

82% OTW is now a well known classic on the SNES and the Genesis version is also a winner. Although the music is lacking, the speed and game play are excellent. If you don't own the first, buy the second.

84% OTW makes its way to the Genesis. While the story is the same as the SNES, the main difference is the speed and control. The music isn't as good as SNES, but I would rather have a faster game with OK music than a slow game with good music. Faster processor, faster game play. It's that simple.

JAGUAR XJ220 - JVC - CD - 1 PLAYER - SEE REVIEW PG. 28-29

88% Jaguar XJ220 has almost everything; intense scaling, great music, a track editor and good control. The circuit takes you through a great variety of backgrounds and the on-screen CD is a good idea. My only complaint is that it wasn't quite fast enough, especially on 2 player.

93% JVC/Core has produced the first home scaling racer and established a target that's going to redefine home racing games. You'll no longer be able to stomach lurching sprites and buildings that are shorter than the your car driving. Jag XJ220 should have a place in every Sega CD owner's winner's circle.

85% After finally playing a complete version of this game I was happy to see that they made some good improvements. There's more challenge and the scaling is faster. Almost everything has been fine tuned. Core is doing a great job with quality games. Now I can't wait for Thunder Hawk.

84% True hardware scaling that's fast and 2 player simul that makes Turbo challenge look like a Atari 2600 game. The music was very good but the best part of this game was the the fact that you could design your own track and save it too. Head to head driving at its finest.

BEST OF THE BEST -ELECTRO BRAIN - 8 MEG - 2 PLAYER - SEE REVIEW PG. 36

71% If I was into kick boxing, I'm sure I would love this game. It is done extremely well, with smooth animation and excellent sound FX. I'd like to see these programmers do a SF2 type fighter. If you're into kick boxing, buy this game. Jean Claude would be proud.

66% It isn't the worst of the worst, but it doesn't live up to its title. Maybe its because I've never kick-boxed, nor do I have any desire to do so, but I just couldn't get into this game. Electrobrain has some very good titles coming in the near future (Legends of The Ring ... Yes!), but BTB is not one of them.

70% The game concept is neat, unfortunately it gets very repetitive. The animation is done well and once you learn the control it's easy to execute the moves. Character size is a bit small and the moves are very limited. A good effort but not a strong enough game.

64% I am the King of fighters and, as such, do not pay heed to this less than worthy title. Although I like the idea of the game, it's just not very exciting. I know Electrobrain has got some good stuff on the way, so wait until then and take a pass on this kicker.

SORCERER'S KINGDOM - AMERICAN SAMMY - 8 MEG - 1 PLAYER - SEE REVIEW PG. 37

70% Sorcerer's Kingdom didn't have the huge impact on me that Lunar and Landstalker did. I think that it's a good entry-level RPG, but veterans of the role playing field may find it a bit mild. However, with the RPG shortage we're experiencing, if you don't play imports, this one will hold you until Shining Force .

68% This is pretty much your standard RPG, nothing fancy, nothing technologically superior about it. Therefore, not being an ardent RPG fan, I'm really not too excited about Sorcerer's Kingdom. Let the E. Storm's of the world deal with it, I pass.

75% With such a dry spell of RPGs, Sorcerers Kingdom is a welcomed title. The story line is unique and set up well with cool characters. The graphics, like most RPGs are about average, but the quest is long. If you like RPGs you should like this one.

68% I'm just not very interested in this game. An RPG really has to be strong and offer something new for me to pay attention to it. SK doesn't really do either. I suppose Die Hard RPG players will have to have it, but I'll take Zelda or Act Raiser 2 any day.

NIGHT STRIKER - TAITO - CD - 1 PLAYER - SEE REVIEW PG. 42-43

90% NS has one big thing going for it; it's fun to play over and over. Even though it has a slight pixel problem, the smooth scaling, excellent control and phenom music make it one I'll always come back to. Find a copy now if you have a MCD, or wait for the U.S. release, either way, don't let it fly by.

85% This is proof positive that somebody in Japan finally found the correct path to the scaling chip in the Sega CD. Although the review copy that we were sent is a little pixelated, it doesn't detract from graphics, movement and game play that are true to the original. Life on planet Sega just keeps getting better.

80% Taito's second installment on the Mega CD has everything the arcade has plus new Zuntada arranged music. The control and fun factor are excellent, but the graphics are pixely. After playing Batman Returns CD, I don't see why other companies can't do the awesome scaling the system can do.

87% The arcade game was one of my all-time favorites and now so is the MCD version. NS has that unique combo of intense 1st person graphics and simple, addictive game play that is what gaming is all about. Combine that with music right from arcade and you have a translation that you can sink your teeth into.

MIDNIGHT RESISTANCE - SEGA - 8 MEG - 1 PLAYER - SEE REVIEW PG. 88-89

80% Midnight Resistance will always be kind of special to me, because it filled such a big gap when it came out originally. I also still think the music is some of the best on cartridge. It may be a little old, but it's still good. A SNES version with 2 players would be great.

82% Ah, memories. The first 8 meg game on the Gen. and a classic it is. This Data East arcade gem caused quite a stir when it was first announced and it still fares well today. Sega debated long and hard on releasing this title. They shouldn't have, MR has game play that'll always make it a closet favorite,

80% Midnight Resistance will always be kind of special to me, because it filled such a big gap when it came out originally. I also still think the music is some of the best on cartridge. It may be a little old, but it's still good. A SNES version with 2 players would be great.

88% What a classic. The 1st game on the Genesis besides Strider that was a perfect translation is still great. The only thing that wasn't in the home version is the 2 player simul but that doesn't take much away. All I've got to say is that if you have a Gen. and don't own it, buy it. Still one of the best.

BATTLETOADS - TRADEWEST - 8 MEG - 2 PLAYER - SEE REVIEW PG. 42

99% Tradewest + Rare + Time + SNES= One of the best games I have ever played. This one measures 9.9 on the adrenaline meter, as each time you finish a tough level (like the Snake Pits) , you need a shower. This is absolute perfection! A password would make this a perfect 100%.

94% An incredible game of immense proportions! Toads is proof positive that incredible graphics and classic, addictive game play can peacefully co-exist on a 16 bit cart. Based on game play alone, this should be my game of the month (if not the year). But, I just can't put down the Dark Knight.

96% Man, I loved this game on the NES! Tradewest and Rare have produced just that; one of the "Rarest", most unique video games I have ever played. SNES Toads will go down as one of the great games of all time. The difficulty is just right and the addictivness of the game have to be experienced to be believed!

99% This new 16-bit version of Battletoads is one of the best games ever. The graphics are the best I've ever seen, the music is awesome and the 2 player simul has no slow down or flick anywhere. And after all that you will still find that its still one of the hardest games ever. Rare is on a role, once again.

NFL FOOTBALL - KONAMI - 8 MEG - 2 PLAYER - SEE REVIEW PG. 58

40% What happened? This game is like going to the best hair stylist in town and having your head shaved! This is not a Konami programmed title, remember that when you don't buy it. Yuk!

45% NFL is a major disappointment. There are many good football games on the market and to add an inferior title to the mix just doesn't seem to make sense. Although the developers made an honest attempt at doing something unique and different, the game play sends it straight to the bargain basement.

38% I don't like football games a whole lot to begin with and playing through this one was painful. I never thought I could play a poorer game of football than Mike Ditka, but I stand corrected. I can not comprehend this as a Konami game. Is it possible?

30% What a disappointment! Not only is this about the worst football game I have ever played but Park Place actually thought the SNES could scale sprites making the game framier than a THQ game. All I know is that KONAMI didn't program one thing for this game. Thank God!

SUPER HI-IMPACT - LJN - 8 MEG - 2 PLAYER - SEE REVIEW PG. 59

86% High Impact delivers a high intensity foot brawl with excellent voice, music and play control. Action gamers and jocko-Talkos will both enjoy this primola sports title, more good stuff from Acclaim.

82% If you're looking for a dedicated FB simulation, this ain't the game. But, if you enjoy fast action with a good dose of senseless violence, look no further. This is one of the better 2 player games around and the voice and graphics will help keep you interested long after you've memorized the play book.

84% Playing this game is probably the most fun with a football game you'll have on the SNES. The digitized voice is very good and the helmet crunching sound effects are awesome. The control is smooth and the game play is fast. Even non-sports players will enjoy this arcade style football game.

79% Super High Impact is cool. The arcade fiend in me is satisfied with the simplicity and plain fun of this game. Of course, Talko drilled me relentlessly but I managed to score a couple of times (Dream on scar head-Talko). All in all, a strong title from Acclaim.

WWF ROYAL RUMBLE - LJN - 16 MEG - 16 PLAYER - SEE REVIEW PG. 60-61

85% The best wrestling next to pay-per-view, everything you wanted after 1 is in 2. The only wrestling fan I know is the Enquirer, and he was very impressed, so you know it's awesome. Personally, fat, sweaty guys in tights make me wanna hurl.

84% Those WWF boys are at it again and this time they're fine-tuned, digitized monsters of mayhem that give the SNES the best wrestling ever. Acclaim's sequel is a major improvement over the original title. The two player matches are a blast and the chair slam move will pile drive you into tomorrow.

89% This is definitely the best wrestling game for a home system yet. 16 megs sure makes a difference. Now you can go for the belt? Go three on three and try the Royal Rumble. Each wrestler even has their signature move. You can even take out the ref. Cool.

85% Not only are all of the top WWF stars in this cart, but all of thier signature moves are also in too. The control is very good and the music is excellent. The additional feature of the Royal Rumbel plus the Brawl, which is way cool, and Tag Team action make WWF a Hulkamanics dream come true.

SHADOW RUN - DATA EAST - 8 MEG - 1 PLAYER - SEE REVIEW PG. 62-63

89% An action RPG with a dark side! Shadow Run is an involving and graphically pleasing journey with a morbid twist. Data East has created a unique new type of action role playing that should attract thousands of the new over-20 gamers. Good job!

84% I'm not much of a RPG player, but I love the story behind SR. It's refreshing to play a game that doesn't have me fighting outside city walls, building up hit points and rescuing the fair maiden. Thanks to Data East for producing a unique and challenging RPG with a modern theme.

80% Shadow Run has a great storyline. It starts out a bit slow but gets more involving as you play. All of the game elements are very unique and the graphics are good for an RPG. Most RPG players should enjoy this game and even non-RPG players should be interested.

80% I usualy don't get into RPG'S, but SR sure kept my interest. The story was really good, the music was ok and the gameplay was easy to learn. At times the story is slow but the Blade runner feel of the game combined with long guest make it so it should appeal to RPG fans.

BLUES BROTHERS - TITUS - 8 MEG - 2 PLAYER - SEE REVIEW PG. 65

79% Hmm ba da hi ba da hita wada, it's the Blues Brothers, complete with all the funky tunes from the movie which, by the way, are done extremely well, reminiscent of Yuzo's work on Adventure Island. This excellent action/platform game has everything!...except bosses. Fun game and good graphics.

68% Here's an action/platform game for lovers of the side scrolling jumper. It has a high degree of difficulty and will challenge even the best gamers. But, for me, it was too repetitive and was comparable to Addams Family, which I enjoyed more. A solid, if not particularly exciting effort from Titus.

80% I'm glad to see more two player action games being done on the SNES. Blues Brothers game play is similar to the Addams Family and the music fits perfectly with each level. The game also has a good level of interaction between the 2 players.

86% The Blues Bros is put together very well, with solid game play from start to finish, 2 player action, and music that would make Yuzo's head turn. It's a little hard but its challenge and playability make this one really fun to play over and over.

MARIO IS MISSING - SOFTWARE TOOLWORKS - 8 MEG - 1 PLAYER - SEE REVIEW PG. 66

80% Mario is missing? Good! Maybe now Nintendo will make Metroid.... just kidding. The Software Toolworks has done a great job, making an edutainment game that has excellent graphics and is fun to play. It's the first one I've ever liked.

75% Mario is Missing is one of the more entertaining education-al games that I have played. Along the lines of Carmen San Diego, MM provides a good amount of side scroll and puzzle gaming with an entertaining blend of history and geography. This is definitely one for the entire family.

87% I really enjoyed this game. Everything is set up in the Mario tradition. Each level uses the classic Mario theme enhanced for the country you're in. Mixing action with a Carmen San Diego theme worked great providing a really fun game. Finally an educational game that is really fun to play.

79% Mario is Missing is very good adventure game. The story is fair, but the thing that makes the game really stand out is the fact that you can control Luigi and that the quest is very long and hard. Kids should find this game to be very fun, but action oriented gamers might not find it that intresting.

KAWASAKI CHALLENGE - GAMETEK - 12 MEG - 1 PLAYER - SEE REVIEW PG. 67

50% Kawasaki Challenge does not have 12 meg graphics or game play. This, most likely, will be a higher priced cart and there's not enough here to warrant purchase. The ninja races are fun, but the oil slicks bugged me. The jet ski levels bite, they should be called "avoid the shore".

68% KC is a tough game to review. The graphics and sound are nothing to get all drippy about, but the game play is interesting and the degree of difficulty is close to perfect for experienced racers. I guess my big beef is the limited overhead perspective. But, once you get past that, it is a pleasant diversion.

55% The one nice thing I can say about this game is that the digitized graphics are beautifully done. Unfortunately everything else falls short. The control is loose, graphics are average and the music gets very annoying. The concept is unique. It just doesn't come across well.

52% Why? After almost 2 years in development, this is what we get? Where are the 12 megs? Why license the Kawasaki name? I put this one in my SNES and, 10 minutes later, had no desire to play it again. Give me 1st person scaling with a good challenge.

MECH WARRIOR - ACTIVISION - 8 MEG - 1 PLAYER - SEE REVIEW PG. 69

70% MW has great graphics and sound FX but is too light on action and heavy on set-up for me. It is, however, a very well done game for who it's made for, obviously that isn't me.

78% I really enjoyed Mechwarrior. The game is a nice change from your average mindless shoot-'em-up and it makes good use of Mode 7. Although the game does get somewhat repetitive after awhile, the combination of action and strategy is well balanced and the whole package is solid and entertaining.

72% Activision has done a good job translating this monster game down to an 8 meg cart. The mode 7 is fast and smooth and the different missions are challenging. I just found the game a bit repetitive and slow. Fans of the arcade should enjoy this great translation, but I didn't care for it.

68% Mechwarrior is a well designed game that relies too much on building up your "Bot" at the expense of action. Those of you who are more into simulations will find much to like in this title. As for me, the 3D shooting was too repetitive.

TUFF E NUFF - JALECO - 16 MEG - 2 PLAYER - SEE REVIEW PG. 70-71

91% Tuff Enuff is exactly the type of game fighting players want. It's got excellent, original, well-drawn characters, an assortment of killer moves accompanied by voice and SF2 style play mechanics. Also, the added replay feature is a great idea. Jaleco remains one of the best SNES developers.

86% The moves, animation and beautiful backgrounds add up to a super surprise from Jaleco. For a company that made its rep. with baseball games, they're incredibly adept at making quality fighters. First Brawl Bros. and now Tuff E Nuff. Jaleco has proven that there's life after SF2.

89% This game is great! The characters are original and the graphics are very well drawn. Being able to perform combos is cool and the instant replay is awesome, letting you choose from the boss characters is a definite plus as well. Another hit from Jaleco.

92% Jaleco's first SNES fighting game is truely amazing. The control is what makes the game so good. It's perfect. The graphics are good, but what really makes the game shine are the characters and how easy it is to perform combos. A 16M fighting game that needs to be brought to the arcades.

NIGEL MANSELL F1 - INFOCOM - 8 MEG - 1 PLAYER - SEE REVIEW PG. 74

70% Mansell offers F1 freaks something they really like...speed! It also offers jumpy, re-drawn sprites and nauseating engine noise. It's better than most, but still lacks the thrill of the arcade feeling I get with Monaco or Powerdrift. I need scaling.

86% Forget Mode 7! Gremlin and Infocom have produced a first person racer with speed, road side objects and huge, fast cars that leaves the competition in the dust. Although the animation is a bit jumpy on the trees, rocks, etc. and there's some flicker, it earns high marks for its playability and addictive qualities.

82% I'm not a big fan of racing games, but I love Monaco GP and that's what this game reminds me of. The re-drawn objects are smooth and the tracks are fast. You can customize your car and practice on different tracks.

89% The creators of Top Gear have done it again. Besides having some of the best re-draw scaling to date, this cart has perfect gameplay and challenge. I also found the speed to be dazzling and not to mention the graphics which compare to many of todays top arcade games. Awesome!

F1 GRAND PRIX 2 - VARIE - 10 MEG - 2 PLAYER - SEE REVIEW PG. 75

82% F1 GP2 has one unique quality that sets it apart from those run of the mill F1 driving games. That's rotation. The rotating effects, along with the excellent graphics, are what makes this one of my favorite F1 racing games.

81% F1GP was one of my favorite overhead racers. Its combination of great game play and its unique use of Mode 7 rotation made it a winner in my book. The sequel is as strong as the first with tweaking that makes the game an entertaining, worthy addition to the Super Famicom's library.

73% I really can't see the need for a sequel to F1GP. It was probably the best overhead racing game on 16 bit. But, in Japan, racing games are very popular, so this seems to fit their market. A nice game, but nothing as good as Mansell or Jaguar.

74% I enjoyed the original and F1GP2 is a good upgrade to that title. Although it is a very good racing game, the game will appeal mostly to video game driving fanatics. The more casual gamer will not be as excited by this release.

SENGOKU 2 - SNK - 74 MEG - 2 PLAYER - SEE REVIEW PG. 84-85

89% Sengoku 2 really surprised me. The graphics are the best since Magician Lord and the way you can cut enemies in half is too awesome. As with all Neo Geo games, it's a bit short but this one's got enough to make it worth owning anyway-too bad it's not coming out over here, big mistake.

88% Finally, a Neo Geo game that can not be truly classified as a fighting game. You see, the difference is ... you have a sword. All kidding aside, this import-only is one of the best action games for the system and, if you can find it, a must for every Geo owner.

80% Like I said in issue 3 when we first previewed this game, Sengoku 2 just doesn't have the same quest feel as part 1. The graphics in S2 are very detailed and look better, but part 1 had more levels and greater challenge. If SNK wouldn't concentrate on so many fighting games, this might have been better.

86% Everything from the music to the graphics has Neo Geo written all over it. The game does employ good control and 2 player action, but the only problem that I saw was that there was no challenge in the game. Sengoku 2 is better than the first but it's still a coin cruncher.

THRASH RALLY - ALPHA DENSHI - 46 MEG - 1 PLAYER - SEE REVIEW PG. 86

89% Thrash Rally is an excellent overhead driver with great track animation, control, sound and scaling. Multi-vehicle options are also welcome. However, I feel the SNES or Genesis hardware could easily perform these tasks. I think the Geo needs a 3D driver to prove itself.

78% This game gets high marks for being the only playable racer for the Geo. As overhead racing games go, TR is highly detailed with nice scaling effects and a fun time challenge. However, the game is too short and is definitely not worth 200 bucks. Save your money and play this one in the arcades.

77% This one and only car racing game for the Geo was fun way back. But where's another? Thrash Rally has a cool overhead perspective and challenging tracks all throughout the game. It also has good control but it's old. I prefer King Of Rally for the SF.

70% The first overhead driving game for the GEO is bogus. The graphics and music are good, but there is no fun factor or challenge to keep most people interested. So if you get a chance, play it at the arcade, it's not worth $200.

MICROCOSM - PSYGNOSIS - CD - 1 PLAYER - SEE REVIEW PG. 90-91

80% Microcosm has the best graphics I have ever seen on a home system. It also has the best movie quality intro I have ever seen. The game itself, however, still has a bit of that PC feeling and goes off on its own a little too much. 32 bit is impressive, but the fun is still 16...until 3DO, at least.

96% Wow! If this is 32-bit gaming, where can I get a good bank loan? You can not even begin to fathom the quality in this game. The graphics are mind blowing and the fact that you have total control over your vehicle in this virtual world is too much for my little 16 bit mind to handle. Phenomenal!!!

95% This game just blows me away. Everything from the intro to the end of the game is unbelievable. Your ship control is very good and the various power ups are excellent. The challenge level is set high, probably to make you appreciate the effects.

89% The first game for the Marty has everything a 32bit game should have. No access time, amazing graphics and cinema scenes that are television quality all the way. Not to mention that the game has great control and a sound track that really kicks. Hopefully this game will make it to these shores in the future.

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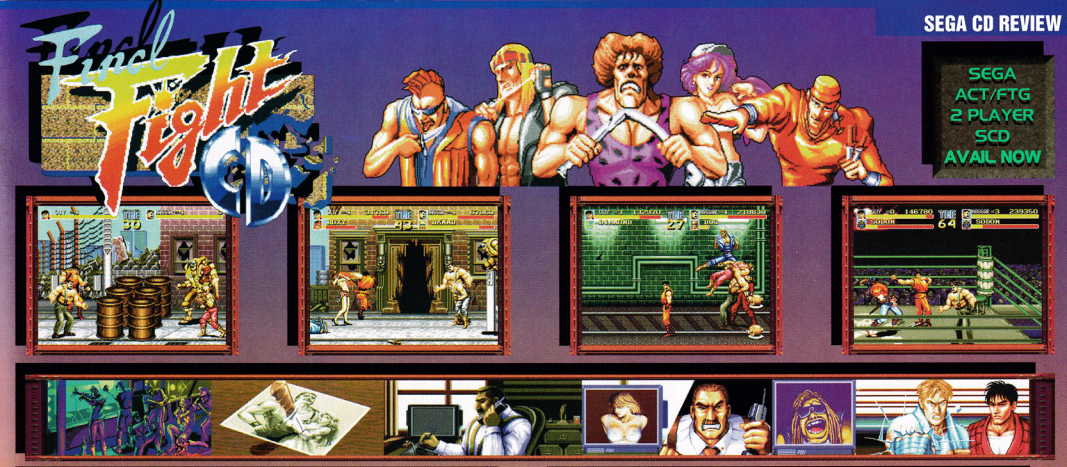
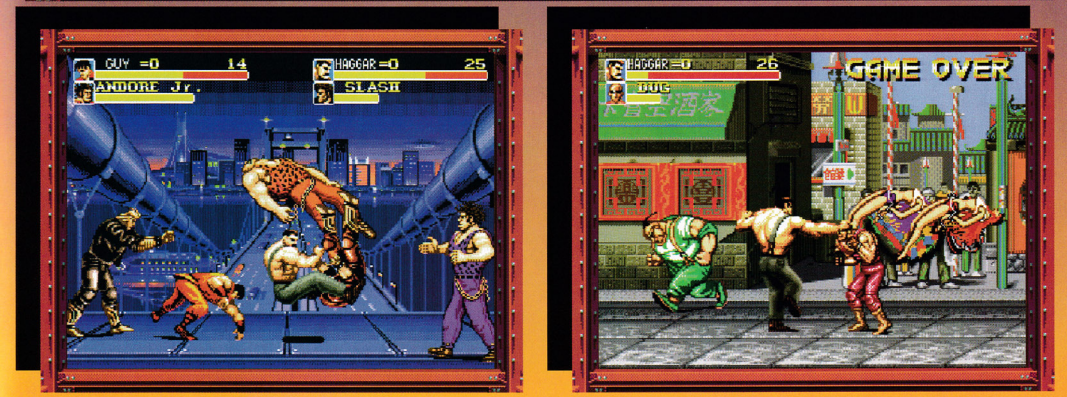
SEGA SECTOR

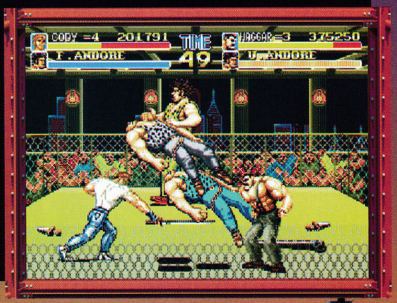
SEGA CD REVIEW

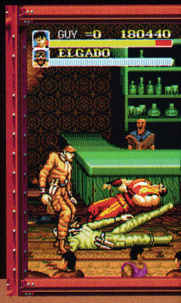
Final Fight CD

SEGA
ACT/FTG
2 PLAYER
SCD
AVAIL NOW

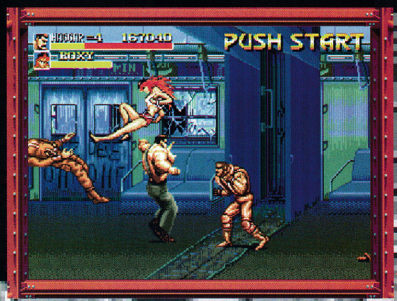


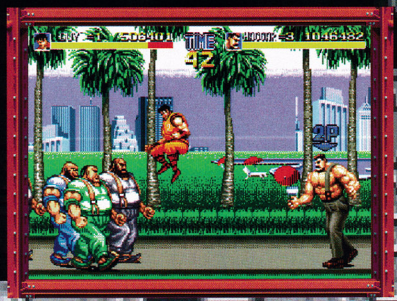


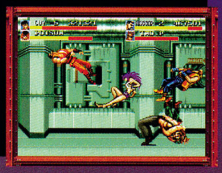


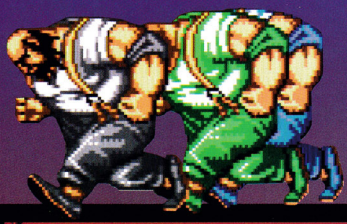


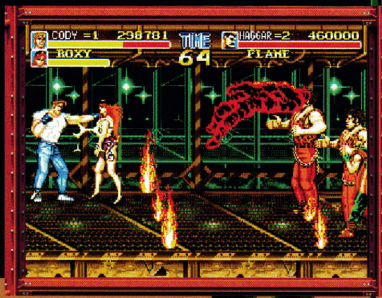
Since its arcade debut back in '89, home systems have stayed dry of a faithful translation of Capcom's Final Fight, a game that will definitely become a classic and is almost solely responsible for the fighting/action game craze of the early nineties. Enter the Sega CD, bringing the memory needed to 'dup.' this arcade experience. Yes, this version is 99% exact to the arcade, except for the music...which is better. Sega has also added to the intro and ending, making Final Fight a must have game for CD owners. For those of you who haven't played FF in the arcades, don't be surprised when the screen is full and you get a little slow down, this was also present in the coin-op. Final Fight puts a lot on screen at once ...







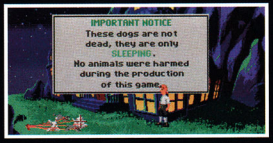




a lot! So, you've got a perfect translation, but that's not all. This new CD version features an all new 'time attack' where, in the allotted amount of time, you go head-to-head or solo and take out as many enemies as possible, all against totally new backgrounds

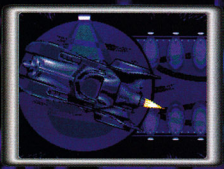
(use Haggar here, his kill time is much quicker that Cody or Guy's). So, this is the Final Fight you've been waiting for. This CD is a complete package in every way; graphics, control and music. Now that Capcom is an official licensee, I hope that Mega Man or Bionic Commando won't take so long...more Capcom, please.

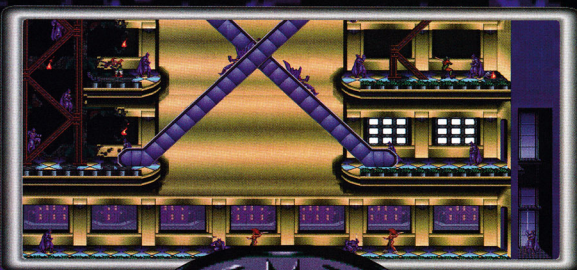
MONKEY ISLAND



I have to start off by saying that I was very pleased to find out t hat I was writing the review on Monkey Island. I have never ow ned a computer nor have I really played many interactive game s, outside of Willie Beamish, so this was a welcome challenge f or me. I guess all I can say is Wow! Whoever designed and wro te the script for this game has a hilarious sense of humor. Your name is Guybrush Threepwood and your ultimate goal in life is to become a pirate. The game takes you through the whole lon g journey of how to become a pirate and ultimately solving the secret of Monkey Island. The names of the characters and the b attle scenes are probably the funniest parts of the game. In the battle scenes, you must choose insults and the proper come-backs in order to win the fights. There are also many, many ch oices for you to pick from in each situation, not necessarily ch anging the outcome, but just for more lengthy fun.

If you can live with the access time on the game, its definitely o ne that will provide you with hours upon hours of awesome, hil arious game play. - *by Joe D.*





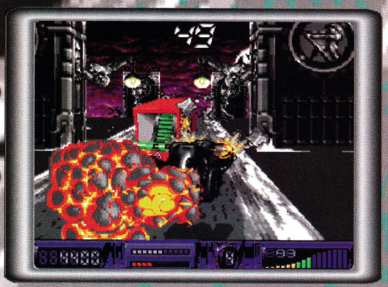
SEGA
DRIVING/ACTION
1 PLAYER
SCD
AVAIL NOW

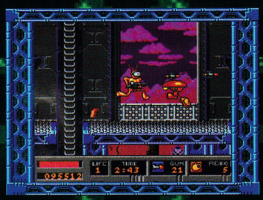
BATMAN RETURNS

Some 200,000 people around the U.S. are waiting for that shiny new CD ROM player to start paying off. Well, thanks to some brilliant programmers and masterful musicians that time has come. Sega has finally put the finishing touches on Batman Returns and it's available now so drop whatever you're doing (Finish the mag first, of course) and go out and find one. O.K., I know some of you have already played the action sequences and probably didn't like it much. Well take it from me, a big part of that dislike is due to the scratchy soundtrack, because with the new tunes in place my ill feelings immediately changed when I played through the CD. Also, remember to take your time and make good use of your weapons. Proper execution is necessary to make the action portions enjoyable. In any case if you so desire you may choose "Driving Only".

After you get done with all the "Oh My Gods" and "No Ways" go change your pants and get ready to have some fun. These driving sequences please the ears, challenge your skills and provide you with enough graphics to make your eyes pop out farther than Ren's.

To complete each stage you must either defeat a certain number of enemies or successfully maneuver through in the allotted amount of time. And of course awesome scaling bosses are abundant. The control is primo and the scaling is smooth and seamless. This is truly the new standard. Between Malibu and Core us 3D gamers are being well taken care of. More 3D please.

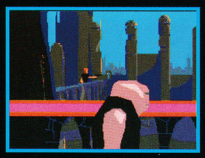


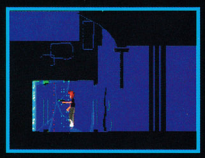


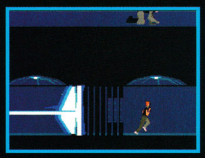
EA's latest attempt on a recognizable and successful character is Bob. A cool well animated robot with a 90's attitude and a big problem,(he toasted the family car). The goal in Bob is to explore each level, successfully obtain the desired and necessary items and then find the exit. Where the car fits in I don't know. Basically you've got a find the exit game with some sight gags, nice animations and a few bosses. The problem here is repetition and lack of diversity. Bob is also a bit sluggish, as he takes off slow and gains speed gradually, this breaks the flow considerably. The added gadgets may save this one for some, but with competition like Rocket Knight and Sonic, B.O.B.'s going to need a major overhaul to win me over. Maybe the sequel?

VIRGIN
ACTION
1 PLAYER
8 MEG
AVAIL NOW

OUT OF THIS WORLD



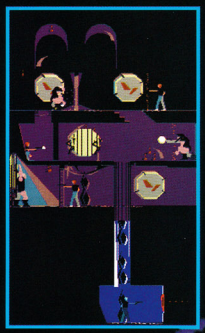


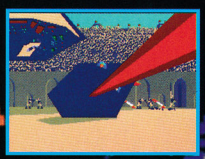


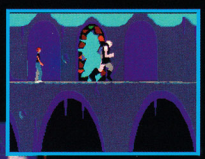
For month's now, SNES owners have had the privilege of playing Out of This World by Interplay. Genesis owners could only look on with envy as The Nintendoites reveled in the movie-like graphic presentation and the highly addictive game play of this unique title.

Well, Genesis fans can now hold their heads up high. Thanks to a joint effort between Virgin and Interplay, OTW is coming to Sega and the good news is that, although the sound is lacking when compared to its Nintendo cousin, the Genesis version is faster and just as graphically impressive as the SNES original. With all of the press given to Flashback since CES, you might have a tendency to pass over OTW, thinking of it as a prequel to Flashback.

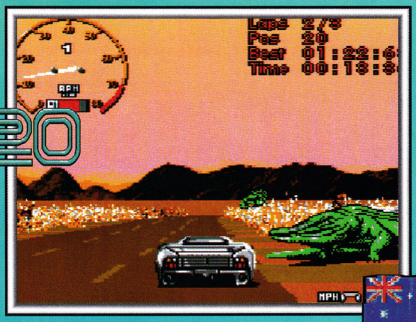
Wrong! they are two completely different games and, in many ways, I believe the story behind OTW to be as strong as Flashback. Adventure and quest gamers will not be disappointed by this title. Out of This World is a high quality game that goes beyond the typical move-and-shoot to bring you into its world, and its addictive nature won't let you go until you have completed it. -Talko



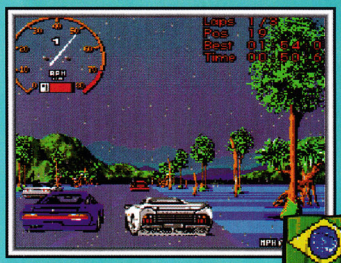


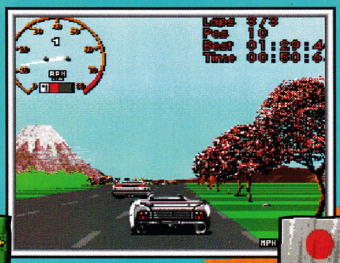


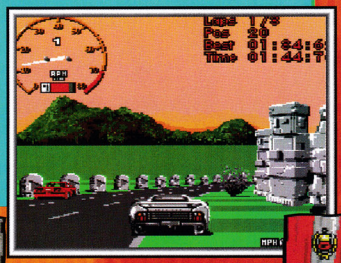
JAGUAR XJ220



JVC/CORE DRIVING 2 PLAYER SEGA CD AVAIL. NOW





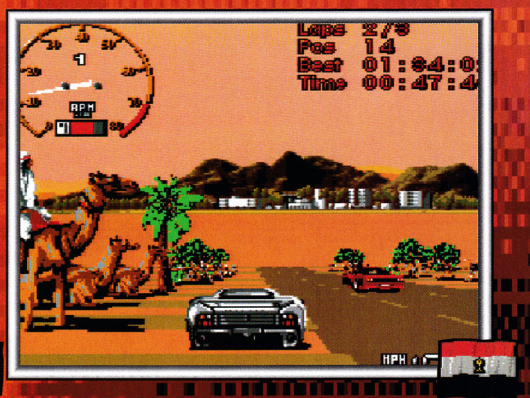


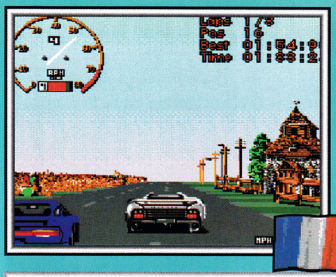
A few months back, I previewed Jaguar XJ220. In that article I had written that, based on the early prototype that we had received from Japan, the game was revolutionary in its use of hardware scaling, but that the game itself lacked a certain level of excitement.

Yesterday, we received the final version of the game. My, oh my those boys at Core can design a racing game! Where the game was once flat, there are now hills. Where the game was fairly quick, it is now a speed demon, and the sprites, yes the sprites! There is no flicker, no slow down and tons of trees, buildings, walls and cars with no apparent limitation on the number of objects on screen at any time.

The game is put together extremely well, with smooth control, seamless animation and an addictive championship run that will have you bobbing and weaving through traffic trying to reach the winner's circle by seasons end.

XJ220 is very close to being the perfect racer. With Core and JVC throwing in a course architect allowing you to save your creations to the CD-ROM's RAM, they have insured that racing fans will enjoy Jaguar XJ220 for a long time to come. *-By Talko*

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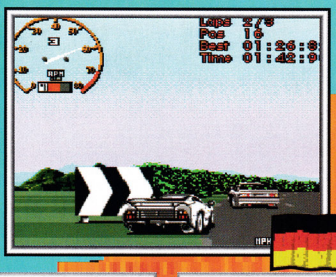
Time 01:33:2
MPH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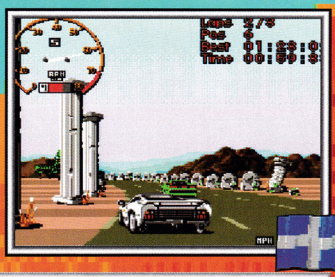
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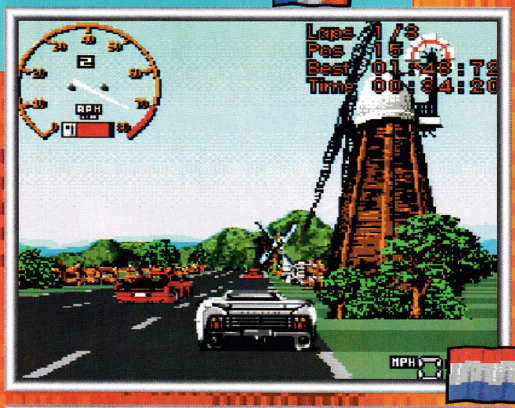
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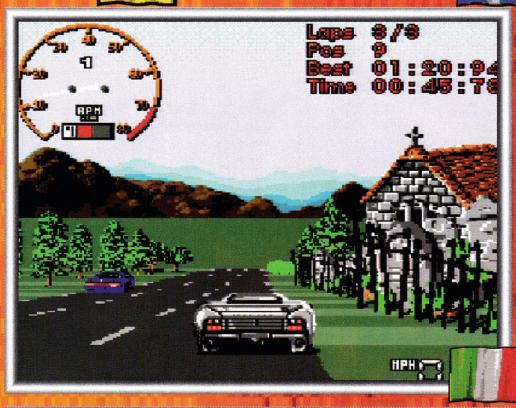
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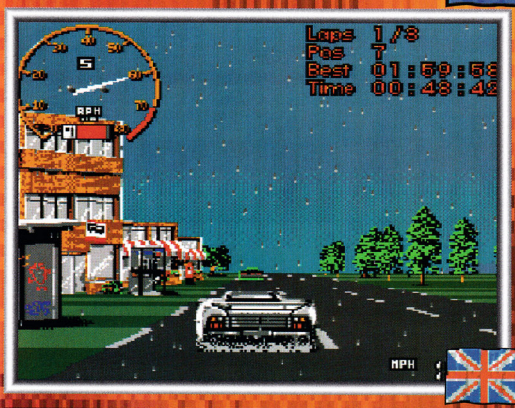
Best 01:20:94
Time 00:45:78
MPH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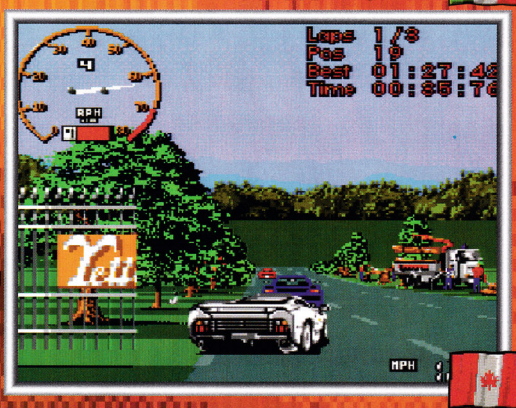
MPH


4
Laps 1/3
Pos 19
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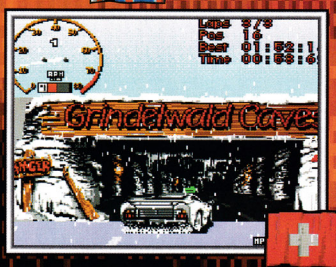
Time 00:35:76
Yeti
MPH

Laps 1/3
Pos 16
Best 01:33:6
Time 01:02:3
MPH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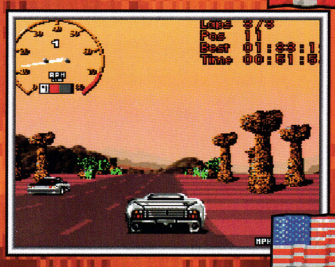
MPH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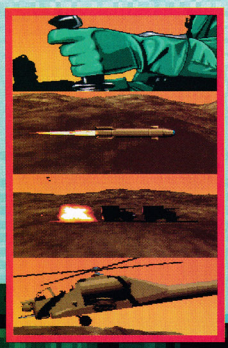
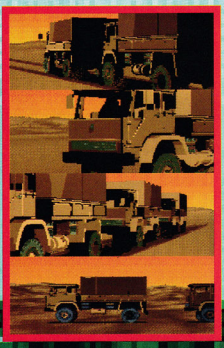
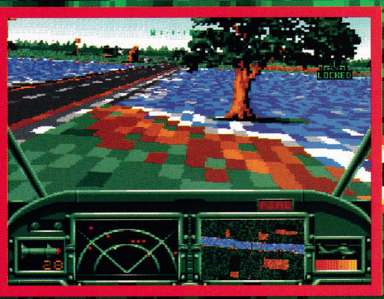
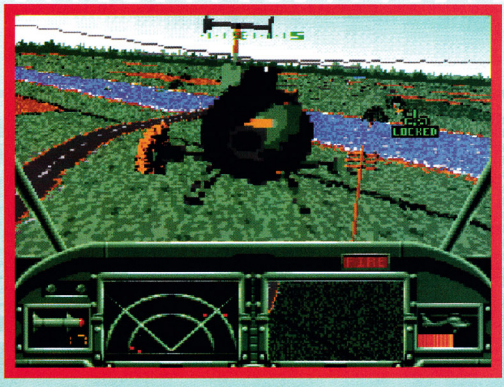




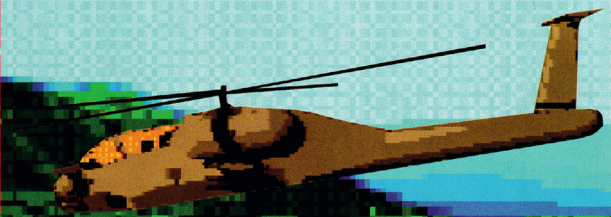


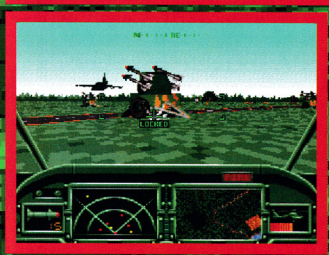
Oh, my! Where did this one come from? With no hype at all ('til now), here comes Thunder Hawk! This is the type of game our whole staff has been waiting for; a go anywhere, 3D, scaling shoot 'em and bomb 'em extravaganza. But, who would have thought it would look this good and come out this fast, not us. So, we were stoked when JVC gave us the honor of taking a sneak peak at Core's new creation for the Sega CD.

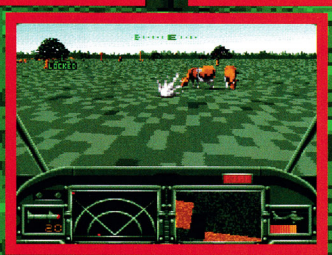
Thunder Hawk puts you in the cockpit of one bad-ass attack chopper and loads you up with homing missiles and machine guns, then drops you right in the middle of a hostile combat area ... now fly! Go

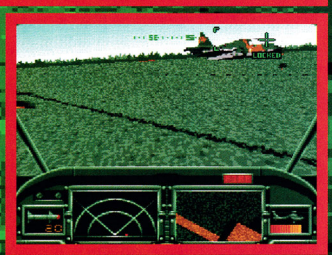


ahead, turn right, left, climb or dive. Scale that huge bit-mapped tank until you're face-to-face and blast 'em to smithereens! You're free to fly over land and sea, this is awesome! Our early ROM had only one available level, but there are many missions to conquer, judging from the map screen. Get ready for this one, it should be ready this summer. We'll bring you more in our next issue and our thanks go out to JVC for the great game.







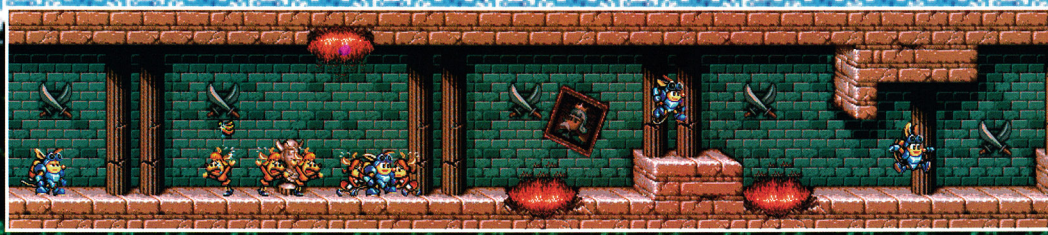


ROCKET KNIGHT ADVENTURES

KONAMI
ACTION
1 PLAYER
3 MEG
TBA

As everyone knows, character games are some of the most popular in our industry, some stick, some don't. Those among my favorites are Mega Man, Sonic, Wonderdog, Turtles, Battletoads and now, Rocket Knight. Konami creating one of these characters is reason to celebrate, they are after all some of the best programmers in the world.

Rocket Knight is a possum, only this possum wear's a flexible armor suit and a powerful jetpack which he uses to propel himself over obstacles or into enemies. Rocket also uses his tail to hang and maneuver. The game itself features



special effects that you wouldn't think the genesis could do like a reflection of Rocket that mimics him through an entire level. There is also a ton of diversity, each level brings an entirely new challenge to the player and of course the control is perfect.

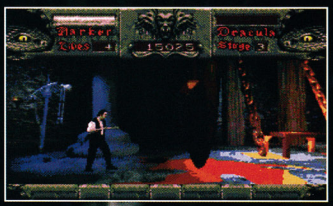
Rocket himself is loaded with personality, his walk is very animated, and of course the balancing and other animations you've come to expect from a character game are all included. What you're looking at in the preview will no doubt be one of the greatest Sega titles ever, and one of the few that will give Sonic a run for his money. We'll bring you more Rocket Knight Adventures very soon, it will be our pleasure. - by E-Storm

BRAM STOKER'S Dracula

SONY
ACTION
1 PLAYER
SEGA CD
AVAIL. JULY

Last month we brought you a preview of Dracula, Sony's new one-of-a-kind action CD game, which we viewed on video cassette. We were amazed at the graphics, to say the least, they are truly amazing.

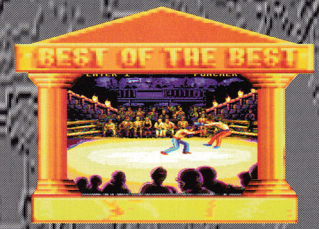
But, at what price? I got a chance to play Dracula this time, so here's the deal, as soon as you begin playing Dracula, you know this is something different. The background is full motion and scrolls realistically and your character is a real guy(Kenau Reeves). For a full motion character, he has a surprising amount of moves, including a jump kick, low kick, high kick, roundhouse and combo

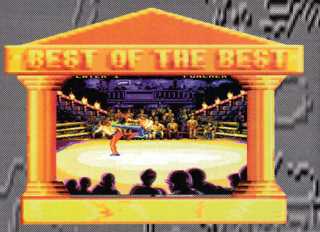


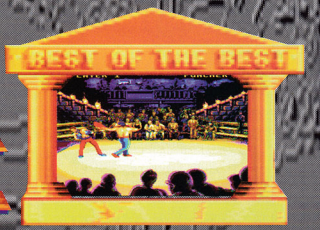
punch. The problem is that none of these really work when the hordes of attacking birds annoyingly attack you from both sides. sure, you can take out a couple, but the rest kind of stick to your head for a second, complimented with a slapping sound. They don't take off much energy, but sporadically show up to bother you and break the flow way too much during the game. Why they put these in, in this manner, will puzzle me forever. I have high hopes and a good feeling that after testing they may fix this problem. I'm almost done with the bad points, so stick with me, there is much good here too. Another, and the biggest, sacrifice for graphics is music. Brace yourselves, there is none. Only the intro's and intermissions have music. The action scenes are limited to Kenau's grunts and the enemies moans and shrieks. Since the CD is constantly accessing and there's not enough RAM available for the game and the music, something has to give. Great graphics, no music. Again, there's a chance that some type of music will be added. Now, wipe that grimace off your face, I'm about to recommend this game. Why, you ask? Well, because I found the game interesting, challenging and, once I learned the control, fun in its own way. Saving enough energy to conquer the bosses and carry on to new levels kept me going. The rotation effects, spectacular graphics and awesome animation on the bigger, less annoying enemy characters is definitely worth playing for. The reason all CD owners should experience this game is because it is so new and unique. Being the first of its kind, you shouldn't expect it to be perfect. But, if the technology is well received, more games of this type will follow, constantly improving. Bottom line, there's enough here to warrant purchase and welcome in a new genre of games. *-E.Storm*

Back about 6 months ago, the only one-on-one fighting game out for the Genesis was Fighting Masters, which wasn't a bad game, but wasn't exactly Street Fighter II, either. Now, a whole library of fighting games are being designed for the system. One of these games, Best of The Best, stands out as a real hand-to-hand fighting game. There are no special moves, just kick boxing at its finest. The fighters you can choose from all have the same speed and strength, and it's up to you to customize your character with different punches and kicks, then hit the training room. When in training, you must up your percentage in three different categories; resistance, which helps block hits, strength, to make your attacks more powerful, and reflexes, to recover quickly for continuous fighting. As you fight, you'll notice the awesome amount of animation used on the fighters, it's like they took the Prince of Persia character and put a Karate outfit and gloves on him. All of the movements are very lifelike, you can see each hit coming, frame by frame. Overall, I think that Best of The Best will appeal mostly to casual fighting gamers. For all of you SF2 fans, this game may not be the "Best" of the best, but a pleasant diversion...

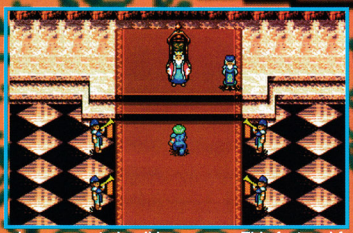
- by Magilla







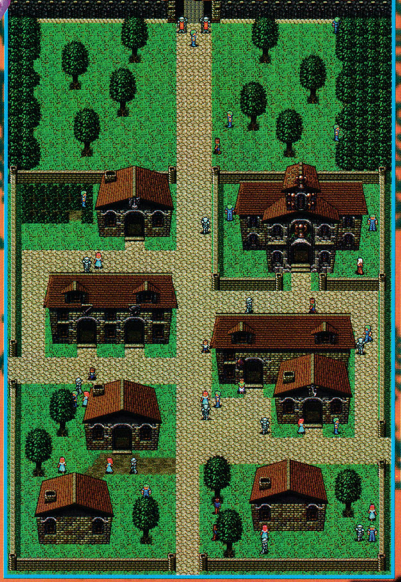
ELECTRO BRAIN
FIGHTING
2 PLAYER
8 MEG
AVAIL. JUNE

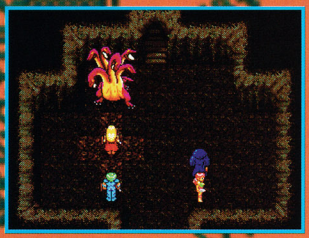


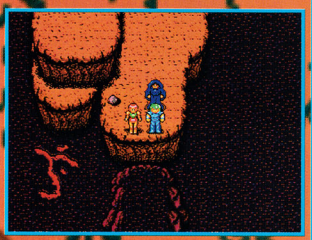
Sorcerer's Kingdom debuted in Japan last year and was accepted well in a market where they don't take their RPG's lightly. So, American Sammy has had the presence of mind to bring it here to the states, to our still-dry RPG lineup (however, Sega does seem to be changing the course). Sorcerer's Kingdom is an involving quest that offers enough plot twists to keep you involved as you journey through villages, plains and dungeons. Graphically, SK does not offer the splendor of, let's say, Land Stalker or Elnard. Remember, a year has passed, and since then RPG's have taken on a whole new look. Not to say that SK doesn't have good graphics, it does. The attention to detail in the towns is excellent and some nice multi-scrolling can be found in choice areas. The fighting takes place when you are caught by an enemy. You fight right there, visually hacking or using spells on your enemy. This feature I found to be very interesting and unique. You can avoid conflict by simply avoiding the enemies...excellent. along the way, you will be joined by 3 characters; Elrad (a magician), Astina and Midi, both powerful sorceresses. You must strategically place these members of your party throughout the game, creating an excellent fighting mechanism. The actual format here is quite straightforward. It's hard to get lost and, if you do, the stronger enemies of that area will quickly let you know and you definitely won't walk right through this one. The prices of armor and other required items are quite high, so it takes some time to earn the money to buy them. So, when you put it all together, Sorcerer's Kingdom offers a solid RPG package that both newcomers and enthusiasts will no doubt find quite enjoyable.

Sorcerer's Kingdom

AMERICAN SAMMY
RPG
1 PLAYER
8 MEG
AVAIL. JUNE







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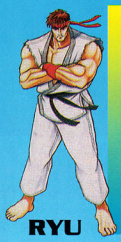
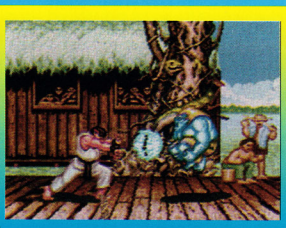
CAPCOM FIGHTING 2 PLAYER 16 MEG AVAIL. SEPT.

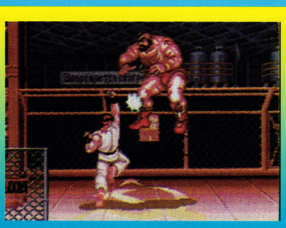
STREET FIGHTER II

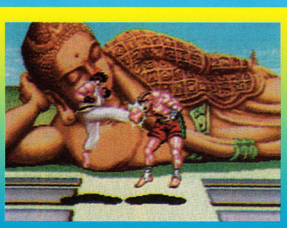
CHAMPION EDITION



RYU

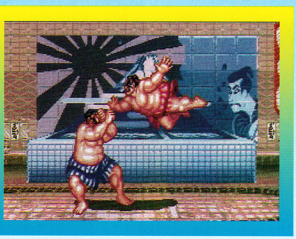






KEN

HONDA



CHUN-LI

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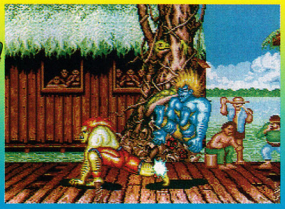
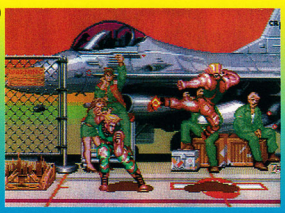
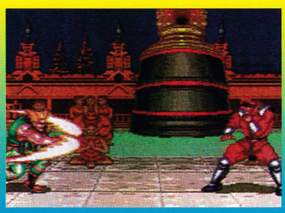
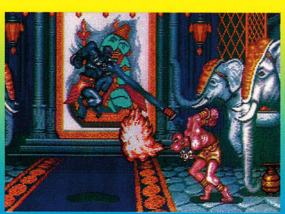


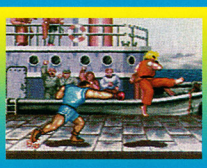




Here we are again with more of the 16 meg, Genesis Street Fighter 2, Championship Edition. This month (after spending hours and hours playing it) we'll go into a bit more detail This is an excellent translation of Street Fighter 2. Except for a few frames of animation and a slight color loss, it's exact. So, you've played the SNES version, of course you want to know if this one is as good ... yes, it is. The control is perfect and the four bosses, Bison, Balrog, Sagot and Vega, all feel, play and look almost identical to the coin-op, except for the Bison Re-Dizzy combo. But, who cares, Bison is already cheap without his combo.

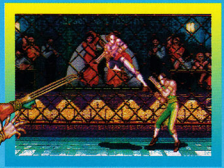
Another surprise is the music. While not as good as the arcade, it's excellent for the Genesis, with pounding bass. Here's a little advice; at Capcom I played with the new Capcom Powerstick and it worked perfectly. I highly recommend picking one up. Capcom has taken the Genesis to new limits on this one. The only thing I thought could've been better was the voice, it's a little rough. Other than that, I'm sure SF fans will not be disappointed with this awesome 16 meg cart. *-by Yoshi*

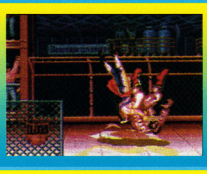




BALROG

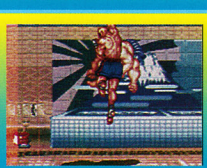
Of the four bosses he's considered the weakest, but he's still a boss. All he's got are punches but they're quite capable of making you see little birdies fly around your head. He's also got a combo that'll put your lights out before the last echos of "Fight!" are even gone. He's sucker for sonic booms, fire balls, etc.





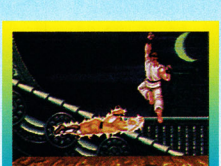
VEGA

Vega is the fastest character and he knows it. He's extreamly vain about his style and gracefulness. His strongest characteristic is his claws which enable him to attack from long range, but they can be broken off making his reach much shorter. In order to master Vega you'll need fast reflexes and a bit of vanity yourself.



SAGAT

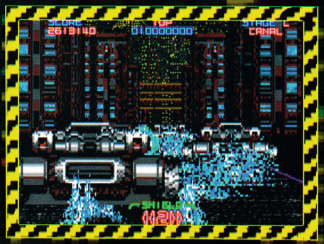
Sagat comes equipped with a huge scar across his chest that he earned from a previous (SF1) encounter with Ryu. He considers it a symbol of his hatred for Ryu and with his awesome special moves he's quite capable of tearing a chunk of revenge out of anyone who wants a close look at it.



M. BISON

Either he's mastered the powers of darkness or someone's been sneaking glow-in-the-dark fluid into his Cheerios™. He's got all the best moves, all the strongest punches and a uniform that'd make any mercenary green with envy. You'd better make sure you know what you're doing before you try fighting with him or you'll be a laughing stock for sure.

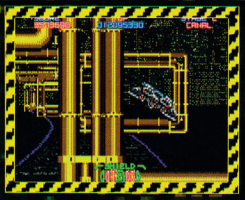
NIGHT STRIKER

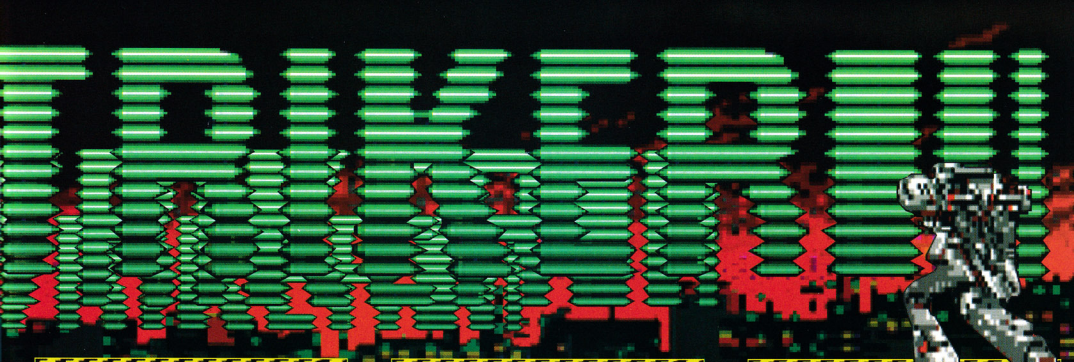


Hot on the heels of last month's Mega Preview, here's a review on Japan's first 3D scaling CD title, Night Striker from Taito.

What really makes this game is the incredible feeling of flight. In Night Striker, you can climb and dive at will, all the while avoiding enemy fire and maneuvering through, under and over countless obstacles in the many different settings provided within, such as suburbs, cities, factories, tunnels and temples. If you played NS in the arcades, I'm sure you're familiar with the rush it provides.

There is, however (and as usual in arcade conversions), one flaw. Our friends overseas are not yet familiar with the Mega CD's scaling hardware and the result is a bit of pixelization in the





graphics. Don't get me wrong, the scaling is there, big time, it just looks like you're playing a Lynx game on the big screen.

Personally, the problem didn't bother me at all. This game is just too fun and the re-playability factor is major, especially with six different endings, each with a new vehicle, awesome voice and both an arcade and arranged soundtrack by Zuntata that is absolutely splendid.

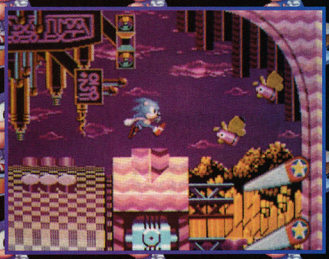
I'm just happy that this one is finally coming out, leaving the way for Space Gun...(pleeeease!), one that Taito must do for the MCD.

With CD, 3D gaming is here to stay and I, for one, am very excited about the future. Don't let Night Striker pass you by, a U.S. release is imminent and I highly recommend it. Take off, it's a beauty, way to go Taito!

- E. Storm

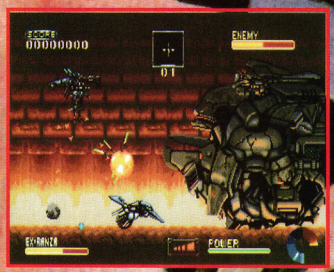
TAITO
SHOOTER
1 PLAYER
MEGA CD
AVAIL NOW JPN.

After the Sega World show in December, the team responsible for Sonic CD chose to delay the game in an effort to use more of the CD's capabilities because believe it or not, the game was not that well recieved by attendees, hence a delay ensues. What I'm looking for is a long version similar to sonic 1 which I feel was superior to 2, along with CD tunes and the added animation. Well, it looks like we'll get that and a lot more. The new question is ... when? Now that Sonic 3 is in development (undoubtedly with tails there in) where does the now giant Sega of America fit in to the picture? How do they feel about a solo Sonic by the original programmers when they have a cartoon about to air this fall with Tails starring? The plot thickens. More news next month.

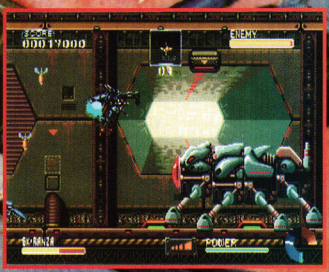


EX-RANZA

SOJ
ACTION/STR.
1 PLAYER
8 MEG
AVAIL NOW JPN.



Ex-Ranza is now 100% complete and on its way to the pages of Game Fan. You'll never know what your Sega can really do until you play this game! Scaling, line scrolls special effects ... it's all here. And good news, they're taking a look at this one over at Sega of America. So you can pretty much count on a U.S. release. If Sega of America does decide to bring out this masterpiece from Gau entertainment it should be at the upcoming C.E.S. Of course we'll be there to bring you all the latest.



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GUNSTAR HEROES

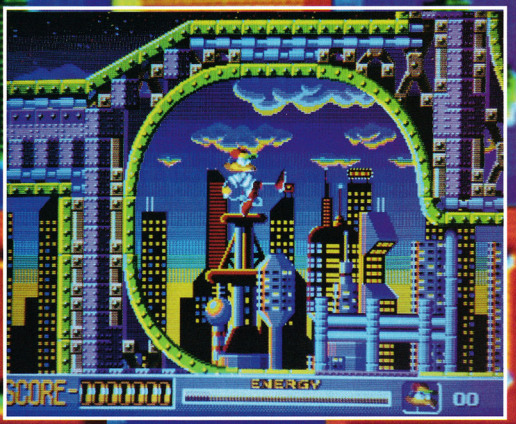
SEGA
ACTION
2 PLAYER
8 MEG
TBA

While attending the recent CSG in Japan, Kei (our international editor) got the chance to go behind the scenes and view what he says is the most incredible cartridge based game he has ever seen, Gunstar Heroes by Treasure, a new company established by a handful of skilled Konami programmers. This 2 player simul action title features smooth animation, multi-joined characters and the fastest scroll the MD has ever seen. Gunstar Heroes (working title) will be available in August from Sega of Japan. We're working on bringing you updates as they come in on this awesome new title.

TIME DOMINATOR 1

VIC TOKAI
ACTION
1 PLAYER
8 MEG
AVAIL JULY JPN.

What do you do in between Sonics? Well I know what I'm gonna do. Thanks to Vic Tokai I'll be playing Time Dominator, one of the most promising new Sega character games in recent memory. As soon as we saw this game for the first time we raced to the phone and called Vic Tokai in the hopes of obtaining an early copy for a U.S. preview. So if you see a big spread next month you'll know we were successful. Keep your fingers crossed, we are.



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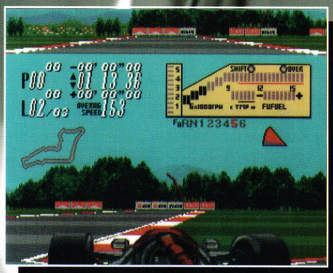
SEGA

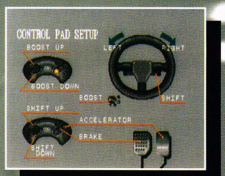
PREVIEWS

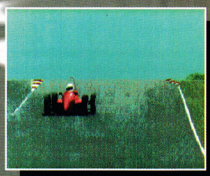
By E. STORM

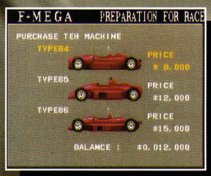
For RPG fans with an appetite for carnage 3x3 Eyes is a direct port of the animation series. Their release has been pushed back to July we'll stay with it.

In a recent visit to Tengen (U.S. division), we finally got an up-close look at the 4 player arcade hit Gauntlet, Speaking of arcade, this translation is exact and includes the familiar action mode along with an all new quest mode! As soon as SOA gives the ok on the 4 player tap Gauntlet will be coming your way.

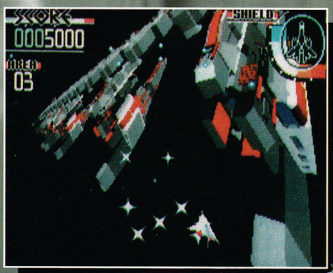


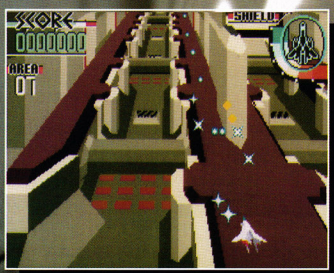


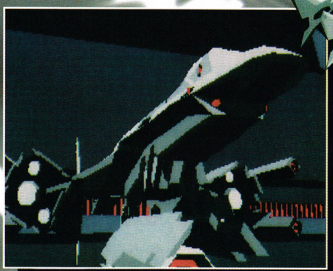


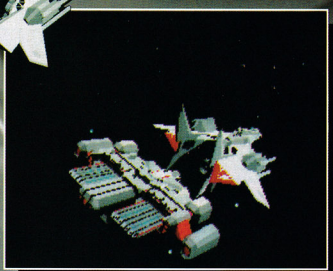


To date the Mega CD has stayed heavily dry of any realistic first person racing game... until now. F1 Circus CD looks hot! We obtained these preliminary screen shots at our visit to the CSG show in Japan where we got a behind the scenes look at this promising title. We'll be bringing you more on this one very soon. Look for a July release on Mega CD.









You're probably wondering why we keep bringing you these little blurps on Silpheed (we usually have an early rom by now). The main reason (as you know if you read Game Fan) is that GameArts is very protective of this title, especially because of all the false press it has received over here. SOA has been spinning it's wheels and to date has still not picked up this title. However, another BIG company is making a bid (and it ain't SEGA) the plot thickens. No matter what though, we will continue our negotiations with GameArts in an effort to bring you one gnarly 4 page spread on all 10+ levels of Silpheed.

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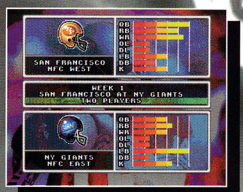
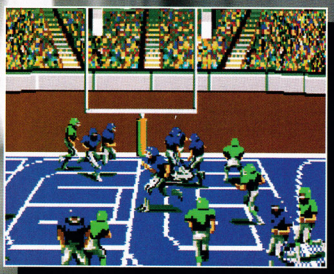
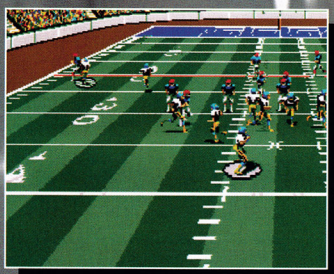


JOE MONTANA

SEGA CD™

A little surprise showed up right before we went to press on this issue....Joe Montana Cd! This version is early but was playable....so we played, and played and played. This game is going to be incredible. It is pure scaling, smooth and well animated and the control is excellent. This game will rewrite the rules for sports games from this point on. So far we know you can change the viewpoint, play and save an entire season or go head to head in exhibition play. Now that we've gotten a taste of this incredible new game we'll get Talko right on it. (He wasn't here when it came in, so I'm filling his cleats for now)and bug Sega to keep us up to date right up to it's release. Look for more Joe next issue!





They Just Wa
ALSO AVAILABLE ON MS-DOS AND AMIGA
ONE OR TWO PLAYER ACTION!

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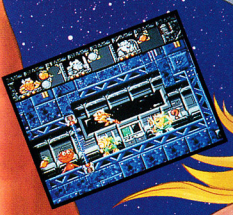
Erik the Swift™, Baleog the Fierce™ and Olaf the Stout™ need serious help! Sucked into an alien spaceship, our pillaging friends are hurled through time, space and alien lands. With a jammin' musical score, our space-faring heroes come alive and humorously fight their way through 35 rip-roaring levels and solve the puzzles of Prehistoria Egypt, The Great Factory, Wacky World and more. To order "The Lost Vikings™," call 1-800-969-4263 or see your local retailer.



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"A new concept in video gaming." *Electronic Gaming Monthly*

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PLANET SNES

Rock & Roll Racing

Warning, this game may be too fun, approach it with caution. It talks and it rocks. If you're ready, invite all your friends over, make sure you're sitting down and get ready for major pumpitude. Deep in the grassy suburbs of Irvine, California, the programmers at Interplay and Silicone and Synapse have been hard at work making a game that you will not soon forget. You're going to have fun, I guarantee it. If you're even remotely thinking about RPM Racing, wipe it completely out of your memory. This game is all new. So, what am I so excited about? It's actually four things. First of all, the graphics. They are colorful, crisp and clear. The cars look real, they shine and the tracks themselves, along with the surrounding areas, are ultra-detailed and drawn to perfection, and wait 'til you meet your competition, any one of them could be the star of their own game. Secondly, the music, you have to hear it to believe it! John Thourogood; "Bad To The Bone", Deep Purple; "Highway Star", Steppenwolf; "Born To Be Wild", "Peter Gun" and, my personal favorite, Black Sabbath's "Paranoid", in a driving game! Not wimpy little ding dong tunes, this is real music. Ozzy would be proud. And, third, there's the voice, which has special meaning for me. It's by Larry Hoffman, the greatest racing announcer of all time. I spent half of my life racing Motocross, where Larry's voice was as familiar to me as the rising sun. this sampling is so good that, if you close your eyes, you would swear he was standing right next to you, Holy Toledo!

And, last but not least, in fact, the most important ingredient of any game, the fun. Rock & Roll Racing gives you that adrenaline rush that is so seldom found in today's flashy 16 Bit games. the control is perfect, and the

INFERNO
160 DEGREES
THE TOUGHEST PLANET IN THE FEDERATION. WATCH OUT FOR LAVA POOLS.

NAO
20 BELOW
CARS NEED SPECIAL CARE TO RACE ON THIS ICY WORLD.

BOGMIRE
80 DEGREES
THE SWAMPY DOMAIN OF OVAGGKORT, SELF PROCLAIMED RULER OF EVERYTHING.

"SNAKE IS ABOUT TO BLOW!"

"HOLY TOLEDO!"

"THE STAGE IS SET... THE GREEN FLAG DROPS!"

up grades that you buy have an instant efect on your car's performance. Each engine is much faster and each set of new tires grip much better.

Speaking of cars, there are a total of six, but wait 'til you pilot the Hover craft, it has perfect handling. You're also equipped with plenty of awesome weapons to take out that special someone when he thinks he's got you beat.

This game's got it all. This is what a SNES game should be. I could tell right off that this game was made by people who love video games. They took their time and did it right. when, this one comes out, don't even think about it, just go buy it, it's a big winner. Our thanks to Interplay and S&S for one of the funnest days we've had at Game Fan in a long time, good job! - E. STORM

"CYBERHAWK LAUNCHES HIMSELF!"

"LET THE CARNAGE BEGIN!"

DRAKONIS
110 DEGREES
THE LOCALS HERE ARE VERY FOND OF HUMANS ... FOR DINNER.

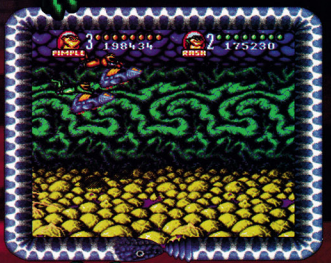
CAEM VI
94 DEGREES
BRING YOUR GAS MASK TO RACE ON THIS SMOGGY, OVERCROWDED WORLD.

NEW MOJAVE
115 DEGREES
PRISON PLANET OF THE GALAXY. VICTORY WILL NOT COME EASY HERE.

BATTLEMANIACS™

TRADEWEST
ACTION
2 PLAYER
8 MEG
AVAIL JULY

I've played alot of games, in fact I think I've played just about every 16 bit game that there is, but until today I hadn't played one as good as Battletoads. We got this game on the last day before press time, then stayed up all night playing over and over until we got each level wired. Never has a game offered so much challenge while at the same time remaining totally fun. It didn't matter how may times we had to start over, the graphics are so intense that it was a pleasure each and every time. The first level in Battletoads is fairly simple, it's like they're giving you a chance to dial in your toad and romp around, going bezerk on everything that moves, but from here on out it gets increasingly harder, to the point where you cannot believe the things you are doing. This game will make you a better player. After you beat this one everything else will seem easy. In level two it's the chasm all over again, except this time it's a hollowed out tree full of nasty creatures, and you're not dangling from ropes, but floating on hovering platforms. The play mechanics in this level are awesome as you can push against the top and kick your craft down at the enemies, or cling to the side walls and send it flying for a horizontal attack, and of course the usual exaggerated toad effects are abundant and all new for your dangerous drop. The graphics here are incredible, with two players and huge animated



enemies on screen, there's not even a hint of flicker or slow down. In fact the whole game is bug free, it's flawless. Now the fun begins ... it's time to speed through the tunnels. Anyone who has played any previous Toads adventure knows this carnage, especially with two players. The new tunnel is a fitting slime green and comes complete with tempting tunes to keep you going, a must for a level you will no doubt repeat many times. The main difference here is of course the graphics, which are much improved, and the new added feature of skimming through the goo bouncing off rocks. Oh ya, not only will this take you by surprise but it will have you rolling on the floor everytime you pull it off and cross a checkpoint. (Push the jump button repeatedly when submerged to loft out of the goo). Good luck here, you'll need it. Welcome to the snake pits. If you've made it this far you're gnarly, but what awaits you here is the true test of manly hood. I'd like to first say that these four levels feature the best graphics and playability that I have ever experienced on a home system, this level is amazing. At this point you've played the game many times, well get ready to play many more, it's hard, really hard. Just remember you've waited two years for this game, it should be hard. Playing over and over is what Battletoads is all about, that's why the programmers have made it so good. No matter how many times you play it's always awesome, and taxes your skills to the max. Hang in there and conquer the pits, what awaits you is well worth the wait. What awaits you?

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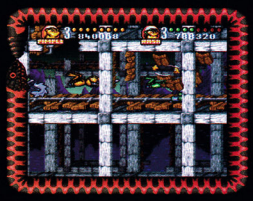
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YOU CROAKING CLOWNS MUST
HAVE TAKEN A SHORT CUT TO
GET HERE ! I'M WAITIN' FOR
YOU AT THE BOTTOM. IF
YOU GET THAT FAR. !

YOU'RE IN THE QUEEN'S HOME
TERRITORY NOW ! THIS IS
TOAD MAIN BASE ! AND YOU'LL
BE TOAD'S AM REAL GOOD !

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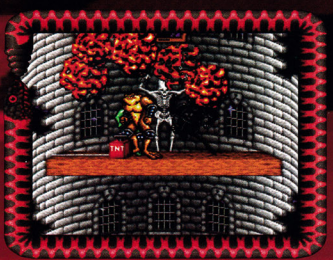
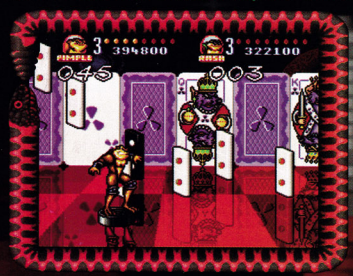
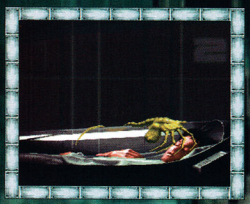


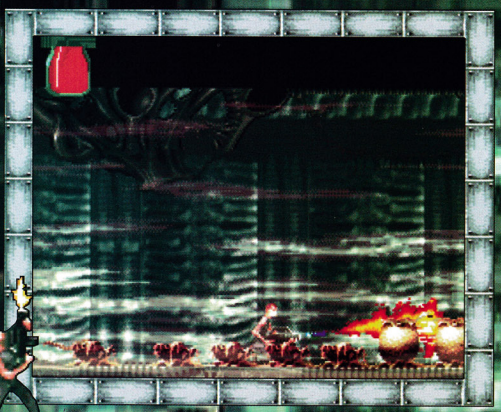
A rickety roller coaster ride that will make your adrenaline soar, and several descents through an amazing tower where you must out run Ratso or pay the price, and then ... you know who. The only levels I won't try to describe are the bonus rounds, because I don't know how to. You must see them to believe them. They left me speechless. Battlemaniacs is for me, what the gaming experience is all about. I will play this game until I can go through on one continue as I did on the Nes and the Genesis. It may take months to achieve but I want to squeeze as much enjoyment out of this one as possible. It may be another 2 years until I get another one. My sincere thanks go out to Tradewest and Rare for taking the time to do it right. I hope other companies follow suit. I'd rather have 1 Toads than a million Wayne's Worlds. - *by E. Storm.*

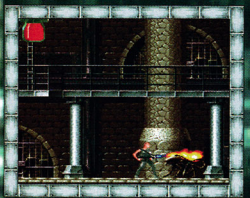


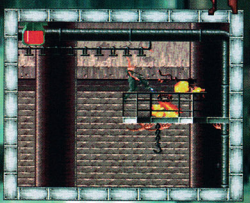
ALIEN 3

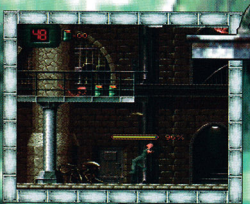
ACCLAIM
ACTION
PLAYER
3 MEG
VAIL JULY

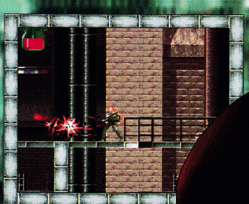


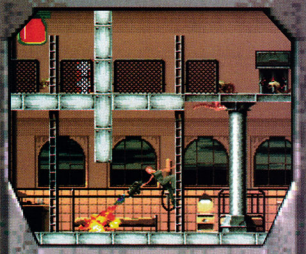


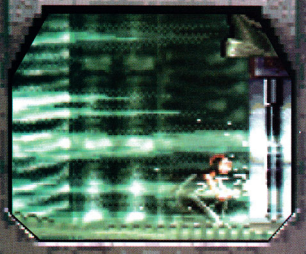












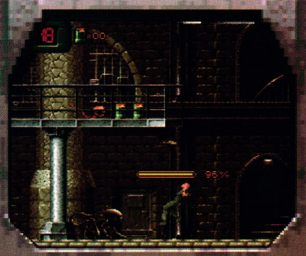
Every so often an SNES title comes along that just blows you away. Aliens 3 is one of those games. Fiorina 161 might have been a nightmare for Sigourney, but it's pure bliss for action gamers. If you thought it was good for the Genesis, wait 'til you play this one.

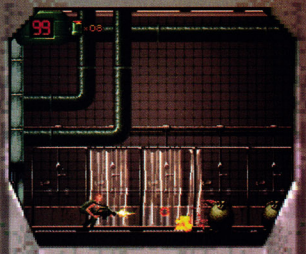
This time out, it's not just rescue the prisoners, you must access the terminals and choose among many dangerous assignments.

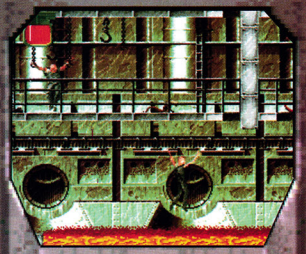
You can then (after receiving your mission objective) scroll through the prison blueprints and plan your way through the many diverse, alien infested areas.

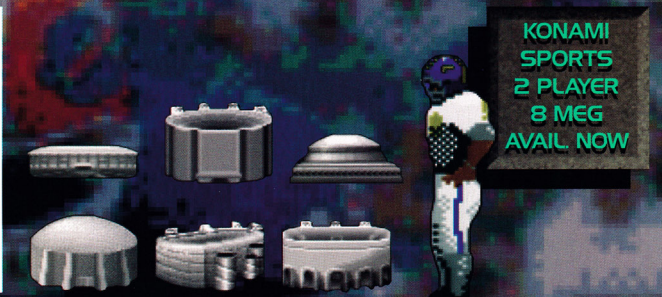
Now, let's talk about graphics. I can't recall seeing graphics this good in recent memory. No detail has been forgotten, from the backgrounds to Ripley to the aliens themselves, everything is done to perfection, including the music. There's even some nice animated ooze when you toast a xenomorph pod and the control over Ripley and her arsenal of weaponry is excellent. It's all here, everything you look for in an action title. I'll have a full review next month, but, until then my prime directive is to play Aliens 3 again and again and again...

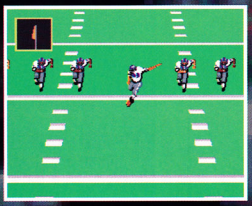
E. Storm











There are about four more months remaining until the NFL teams begin summer training camp. That is about how long the development team for Konami's NFL Football needs to try to fix this game.

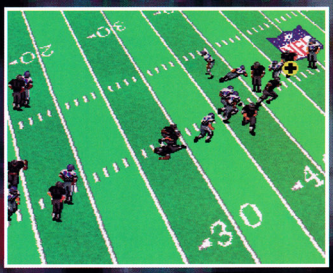
The programmers at Park Place started with what seemed to be a good idea, as far as the use of Mode 7 and the graphic packaging of the game goes, but have failed in execution to the point of the game being un-playable. The control and reaction time for pad input is slow, success in the passing game is based solely on timing and the rotation and scaling effects are so choppy that most of the time you don't know where the football is on the field.

For example, receivers are indicated by the corresponding button on the joystick (A, B, X, Y). As the quarterback, you are supposed to react to a small, flashing button-letter under the receiver. As soon as the color changes on the flashing letter (indicating your primary receiver) you are supposed to let the ball fly. The problem is that there is still no consistency as to whether or not you catch the ball. Many times, my receiver would dive after catching the ball, on his own with no Talko-type assistance. It is extremely frustrating to have a guy 10 yards open and the next thing you know, your opponent is playing "Tackle the Talko".

Enough about the game play. Graphically, NFL does try to break new ground on the SNES. Unfortunately, it is at the complete expense of the game itself. An NFL license, trick technology and limited play-by-play do not make a great game.

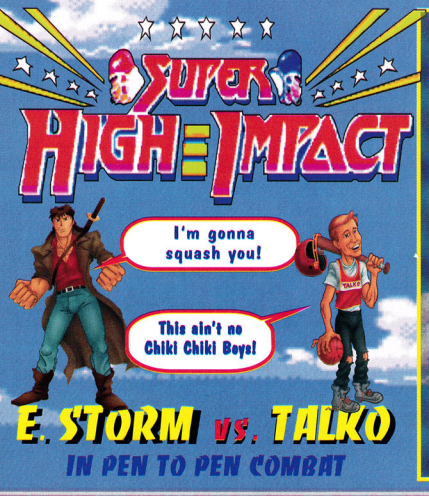
Everyone is entitled to a klunker once in a while. Konami, with probably the strongest reputation in the industry for producing titles that are consistently some of the best video games available, and Park Place, the creators of John Madden Football and NHL Hockey, have missed the mark with NFL Football. It was a long wait, but it probably should have been longer.

- TALKO



Not being anal, I'm not one for stats and all that doo-doo. Talko's the kind of guy who reads the instructions all the way through and sends in the warranty card...I pity the creep, but I had to mash him into the turf anyway. On defense, I chose the QB Feast and drove his face into the lawn, then on offense, I went to war with major bombs. Of course, the Hit-O-Meter was constantly displayed as I repeatedly dished out the carnage on his weak and pitiful team.

The score...I broke the gauge. SHI is true to the arcade with excellent voice, play control and music, and one sports game that everyone will enjoy, not just anal retentive jocks like Talko. Pick one up and pummel one of your friends! GRRRRR!

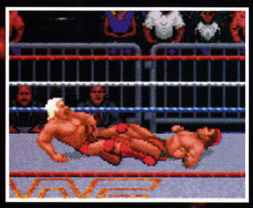


This is the type of football game that E. Storm is a master at; brainless, amoral smash face arcade action. Unfortunately, he went up against the Ta..Ta..Talko man and, as has happened to so many "skilled" players before him, Storm was thrashed unmercifully. No one is going to mistake this game for Madden or Montana, but it is a very entertaining arcade action game that is a blast to play with two players. The SNES version is very similar to its Genesis cousin with a ton of voice samples, great digitized animation and enough violence to please even the most jaded Arnold fan.

This game will appeal more to arcade freaks then football purists so, if you're a E. Storm devotee, you should love it. But, where is Storm? Oh, yah, that spot on the field, some one get a body bag!

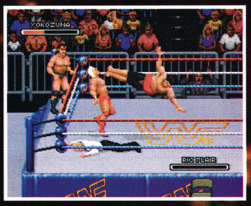
WWF ROYAL RUMBLE®

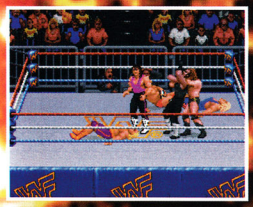
UN
SPORTS
2 PLAYER
16 MEG
AVAIL. NOW

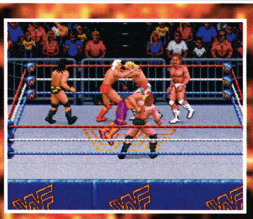


After years of waiting, wrestling fans finally have everything they wanted in a wrestling game. In this new sequel, you are now able to control 12 of your favorite WWF superstars, all with their signature moves. Moves like the Undertaker's Tombstone Pile Driver, Ted Di Biase's Million Dollar Dream and Mr. Perfect's Perfect Plex. Along with all the signature moves, you will still find the usual eye gouges and choke holds you've become accustomed to with your WWF favorites. Another cool new feature they've added is the brawl. This is a match where you can fight your opponent one-on-one or tag team, but without the referee. All illegal moves are permitted and there are no pins or disqualification. You can only win when your opponent lacks the strength to continue...cool!

Now Talko won't have anything to say when I bonzai drop him into parts unknown for the tenth time



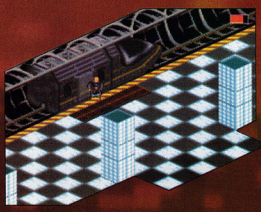




in a row. As far as control goes, it is the best I have experienced in a wrestling game. It's simple to learn and, once you've mastered it, you'll have no problem annihilating the competition. With WWF Royal Rumble, Acclaim has given us the best wrestling game so far. This 16 meg monster, the first ever for a wrestling game, will take you through the ropes and into the center of the ring, with wrestling action so real, you will be pinned to your seat. - *BY YOSHI*

SHADOWRUN

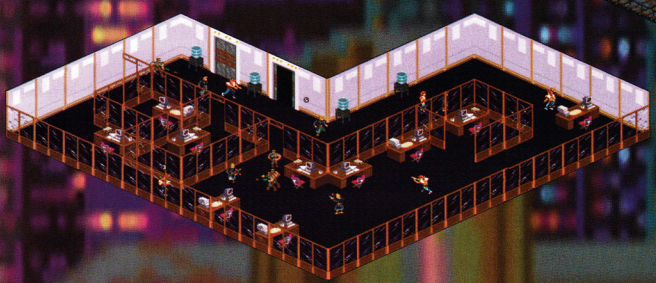
DATA EAST
RPG
1 PLAYER
8 MEG
AVAIL NOW



Not since Zelda and Soul Blazer has there been an action RPG like Shadow Run. Although the story and the action take off a bit slow, the game becomes very involving as you play. What interested me the most about this game is its uniqueness when compared to any other action RPG. The story is set up in a futuristic post-nuclear type environment. You start the game as a stiff (you know, a dead guy) that has been freshly checked into the morgue. Lucky for you, the guys that iced you didn't do a very good job. But, since you're still alive, you need to protect the top secret information your data jack (which is implanted in your head) is holding. So, while combing the streets, you must disguise yourself and find clues as you journey through six different areas.

Guess what? You don't start off with any weapons. Not only that, but the first weapon you pick up is off a dead guy. The enemies you will go up against range from trolls and hit men to vampires, zombies and gang members. Quite a cast, eh? Like most RPG's, there are shops where you can upgrade your weapons, which are not the usual swords and shields found in most, but Uzis, shotguns and other cool stuff. As you get deeper into the game, you're able to access your data jack and interface with assorted computers to uncover the master plan. Oh...I almost forgot one minor detail. Implanted in your head is a Cortex bomb, which is wired to your data jack (kind of like a car alarm), And, if you tamper with it, you will suffer a splitting headache that not even Tylenol could cure.

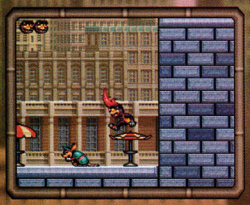
Bottom line, you are a Shadow Runner and it's up to you to tap into the matrix system and take out the powerful force behind all of the mayhem. Beware, there is no turning back, so be prepared for Shadow Run and take out Drake...if you can. - ***BY MAGILLA***

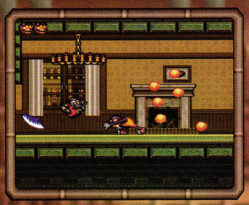


Gang Leader
Go.. and do not return until you have the three items from my followers.
One of the earth
One of a creature
One of a man
Bubbles
Jester Spirit
Naga

IREM
ACTION
1 PLAYER
8 MEG
AVAIL NOW

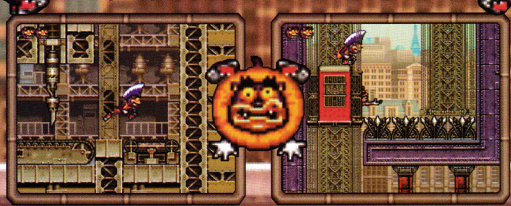
Rocky Rodent In: NITROPUNKS MIGHT HEADS





Now you've got it Irem, this is more like it! A cool new character for action/platform freaks is just around the corner and this one (thank you) is definitely not cute! Rocky Rodent is a slobbering, little, mangy vermin who uses his several different punk hair-do's not only to get around, but to attack as well.

Spray on (GLH? Nah) the red mohawk and you can whip the enemy or stick him on your head and throw him, buzz on the blue razor cut for a climbing device or a deadly ax or don the deadly ponytail and swing across treacherous terrain below. Each time little Rocky gets a new haircut, he stops and enjoys the experience, and the look on his face is that of total satisfaction. The game itself is an action/platform format with some great diversity (like the car chase) and nicely detailed scrolling backgrounds. Each new haircut results in different play mechanics, and the levels are long and require much exploration to reach the exit. All of this points to a big winner for Irem. We'll bring you a full review next month, but I can already tell you, Rocky Rodent is here to stay. - E. Storm



THE BLUES BROTHERS

TITUS
ACTION
2 PLAYER
4 MEG
AVAIL JULY

I can still remember when the Blues Brothers were a three minute skit on Saturday Night Live!, then they made it big and hit the silver screen. Now, years later, the two bad boys are back and better than ever in an awesome new action game by Titus. You can choose from Jake or Elwood, or get a friend and play simultaneously through 30+ levels. In one player mode, I found Elwood to be a bit easier to go through the game with, because he moves faster and jumps higher. The game play reminded me of the Addams Family because of the challenging and creative levels and the nice colors and detailed backgrounds. One of the unique features of this game is that there are no bosses for you to go up against. During the entire game, your task is to simply make it to the jukebox. It sounds easy but trust me, it's not. There are obstacles everywhere and nasty enemies waiting to attack. This game is going to be hot! It is one of the best two player games for the SNES. So, keep a look out for more Blues Brothers with my full review in an upcoming issue.

-by Magilla

MARIO IS MISSING!

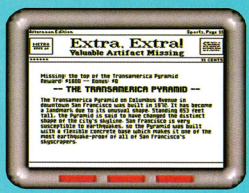
SOFTWARE TOOLWORKS
ADVENTURE
1 PLAYER
8 MEG
AVAIL. NOW

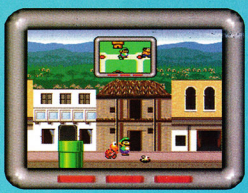
"Hey! Yoshi, have you seen Mario? No? Where could he be?...Wait, what's this? Oh no, it can't be, Bowser's got Mario. Yoshi, wait here, I'm gonna go inside Bowser's castle and find Mario. I'll call you when I need you."

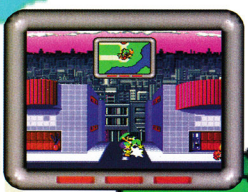
"Oh, hello there, my name is Luigi. It looks like Bowser finally got a hold of my brother, Mario. I need to get him, but I'll need some help. You see, Bowser's sent out all of his Koopa turtles to steal some of the world's greatest artifacts. I need to return them and take a picture for proof and, as I return each artifact, I'll get closer to Bowser's trail. This is where I'll need your help. You see, I don't know much about history, so you'll need to answer some questions about a particular landmark so I can take the picture. Don't worry, we can talk to the locals to get more info."

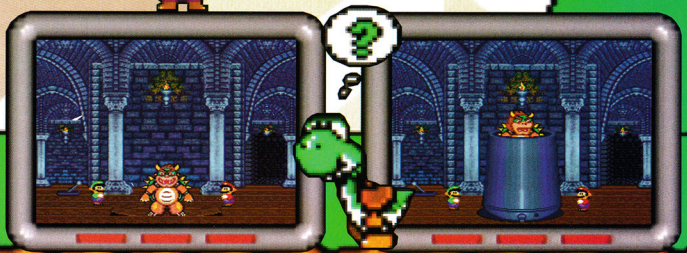
"We have to hurry or Bowser is going to destroy the planet. So, let's get started. He's got a giant castle and could be hiding anywhere. Come on! Let's go, Yoshi will catch up. Nothing less than the fate of Mario and the historical goodies is in our hands."

-BY MAGILLA





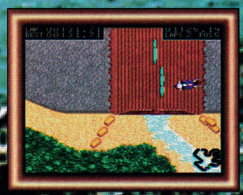


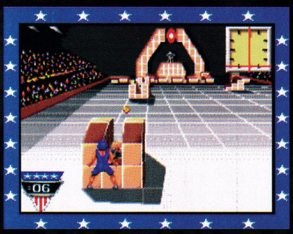


GAMETEK
RACING
1 PLAYER
12 MEG
AVAIL...

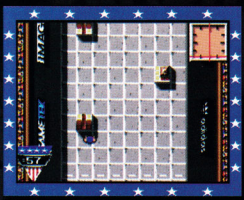
Kawasaki® CARIBBEAN CHALLENGE

Once again us gamers can pull out our skid lids and take to the streets or fulfill our dreams of wetness on the lakes...for about seventy bucks. But will it be a pleasant ride? Well I guess it depends on how you look at it. If you've come for graphics you might as well stay in the garage, because besides the pretty digitized pictures this is pretty standard stuff, not great, not bad....just o.k. However, if you've come for control and challenge you should be quite pleased, the playability it definently there, my only complaint is the annoying oil slicks and puddles that at no matter what speed, send you into an uncontrollable slide and put you way too far back each time you hit one. Actually each race becomes like an obstacle course. Through memorization if you can avoid all the slicks and puddles, you will most surely win. As for the jet ski portions, they are an o.k. diversion but lack interesting courses and obstacles (jumps,etc) found in the real sport. Honestly with twelve megs and the SNES capabilities this one could have been much more, but still delivers a mild joyride for closet racers.

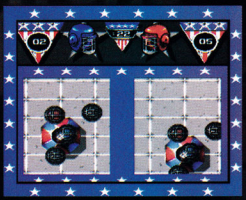


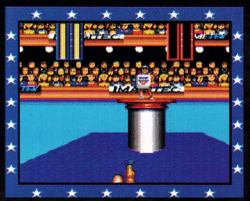


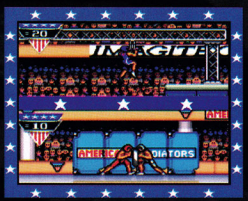
GAMETEK
SPORTS
1 TO 16 PLAYER
8 MEG
AVAIL NOW

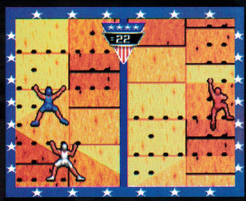


I know for a fact that all of you gaming fanatics stay up into the wee hours of the morning playing games, so it's safe to assume that you've all see American Gladiators on T.V. Well now you can be one of the contestants no matter what time of the day it is. In the game you can go head to head or be in up to an eight person tournament against the muscle bound gladiators. You compete in six grueling events such as the atlasphere or the eliminator. So here's your chance to participate in the cheesiest TV show since beat the clock, whether you're in shape or not.







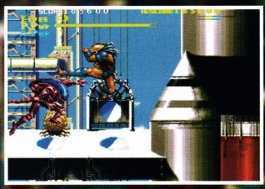


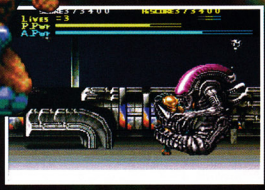
ALIENS VS. PREDATOR

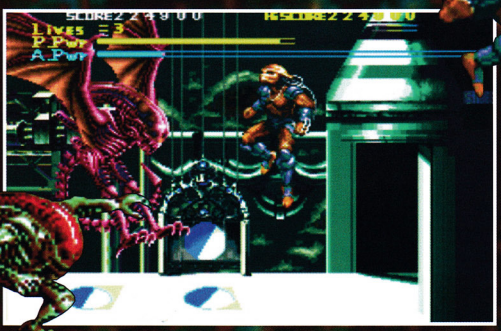
ACTIVISION
ACTION
1 PLAYER
8 MEG
AVAIL. JUL

So many fighting game players probably feel like every time they get a new title it's like dejavu, So the team at Activision has given you something new, Aliens and Predators. It's still a side scroll fighter only this time you can use your shoulder cannon, cloak (when the powerup is dropped by a slain enemy), and hurl the alien razor disk along with the usual assortment of fighting moves. Since this is only a preview I won't go in depth but I can tell you the graphics in AVP look excellent and are highly detailed. The characters could use a few more frames but are drawn extremely well. The Action in AVP is pretty straight forward fighter stuff, except for the incredibly long energy bars on the enemy characters. Some of these nasty beasts just take to long to kill. Like any fighter AVP is sure to have the usual strong points and weak points, but we'll take care of all that in an upcoming review. For now I can pretty much guarantee that Predator fans will get all gooey over this one.

- E. Storm







MECHWARRIOR

ACTIVISION
SIMULATION
1 PLAYER
8 MEG
AVAIL NOW

A 3D landscape, thousands of tons of robotic, destructive mayhem and thou; the key ingredients in Activision's new thinker-blaster, Mechwarrior.

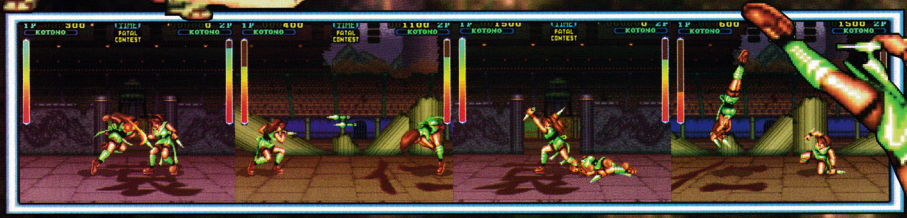
Mechwarrior deviates from the standard shooter in that the game is as much about strategy as it is reflexes. The outcome of your staged battles is a product of how well you equip and customize your fighting vehicle, not just your shooting speed and skill. The 3D presentation, a la Mode 7, is visually strong and there is always a high tension level when you are dropped into a zone and must immediately move forward in your search and destroy missions. Although the fighting scenes lack variety, there is enough to do to maintain your level of interest.

The entire game environment is well thought out, from the change in perspective when you drop into the water to the quick burst of speed you feel when you hit the friendly skies, and Activision made the right choice in providing battery backed-up RAM for saving your game in-progress.

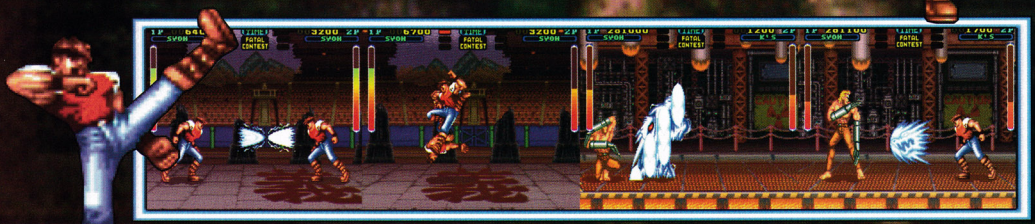
SNES owners, don't let Mechwarrior pass you by. The design team at Activision has come up with a quality product that, while it may take awhile to get into, is challenging and much more interesting than your thumb-numbing shooter of the month. - *BY TALKO*

TUFF E NUFF

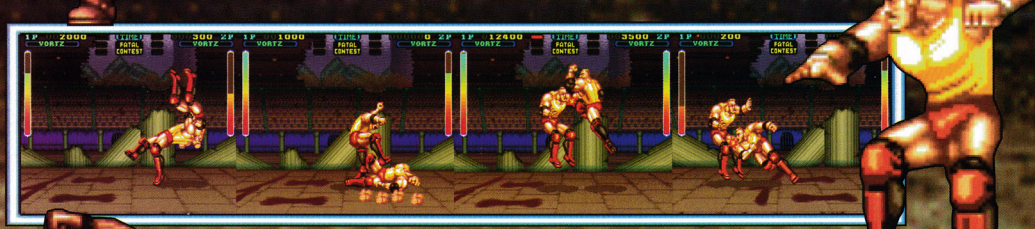
JALECO
FIGHTING
2 PLAYER
12 MEG
AVAIL. NOW



Jaleco has been showing a strong line-up so far this year and Tuff E Nuff is no exception. This game has all the essential elements that a good fighting game needs to have. You have weak

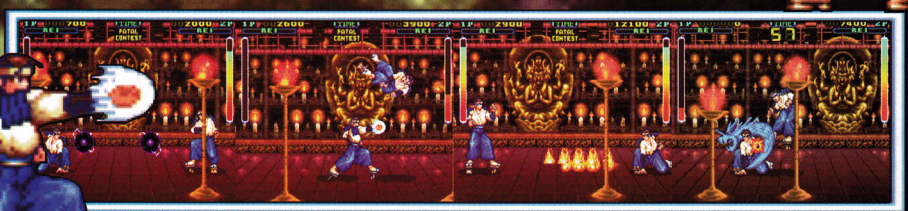


and strong buttons for your punches and kicks and each character has a vast array of special moves to ad more strategy to each fight. One of the many



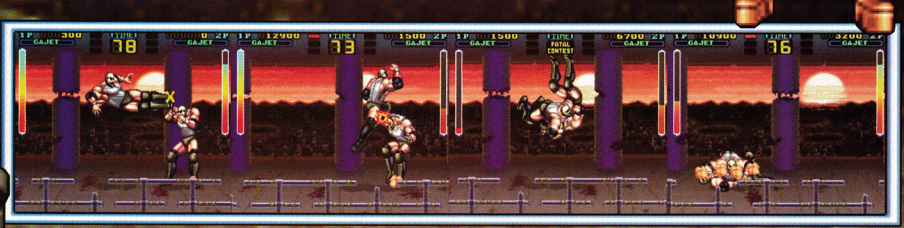
excellent qualities found in this game is the smooth control that allows you to execute awesome combos, a feature a lot of today's one on one

fighters are lacking. (Jaleco has put in a lot of effort and detail to bring you a very strong fighter). In one player or story mode your special moves become bigger and more powerful

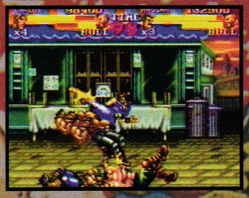


as you progress, and believe me the moves are way cool. Another awesome new feature is after the final round of each match, you have the option of a

slo-mo, frame by frame replay of the final blow. I found this feature best used in two player mode so you can shatter your best friends ego and laugh while

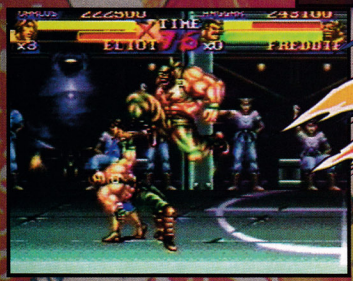


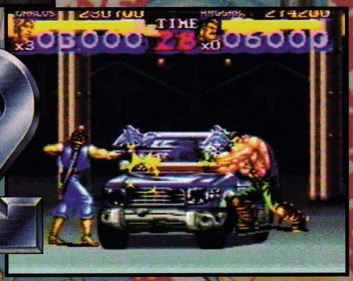
playing it back. We at Game Fan found Tuff E addicting and a lot of fun to play. It's the one to switch to besides Street fighter 2. Great job Jaleco. *-by Magilla*

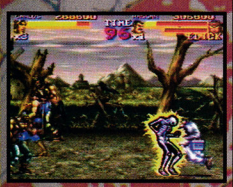


It's been a long wait for Final Fight fans but it's finally here, the long awaited sequel to the king of fighters, Final Fight 2. During a recent visit to Capcom we had a chance to preview FF2. So, is it a worthy sequel?...yes, big time.

Not only is Haggar back, but he's bigger, faster and better than ever. There are also two new characters, Maki and Carlos. I'll have more to say about them when we review FF2. as far as playability goes, I can tell

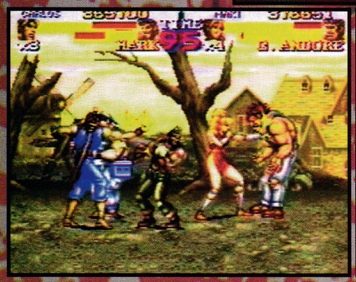
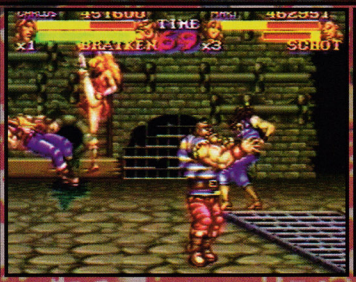
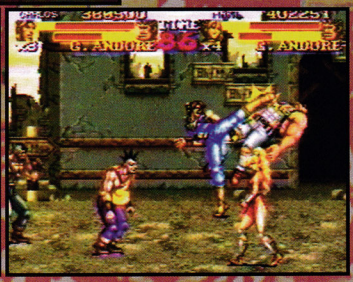


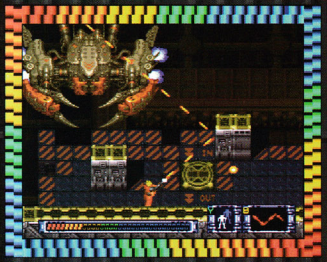


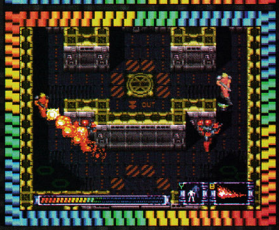


you one thing for sure, I saw no slow down, even in 2 player simul, 10 meg makes the difference.

FF2 also features all new "World" levels. One especially awesome level is Hong Kong (see who you can find in the background). There's also a new vehicle to trash in the bonus rounds. Instead of a Mercedes, you get to mash a Landrover. FF2 looks awesome. We'll show you a lot more in our review in the next issue. So, until then hasta la vista.

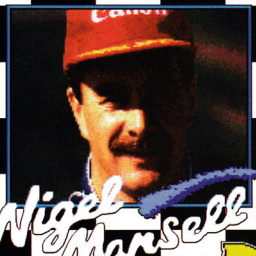


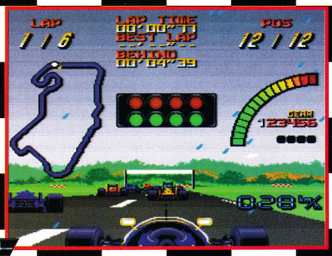


Remember Metal Gear? Or Ikari Warriors? Haven't you been anxiously awaiting a 16-bit game based on that great format. I know I have, and Jaleco's come to the rescue with an excellent overhead perspective action adventure, "Operation Logic bomb", and it's all here; parallax scrolling (thank you), great graphics, huge bosses and a great, unfolding as you go, on-screen story. This, my friend, is not a walk-through. You definitely get your money's worth out of this one. The name of the game is re-playability, each time you play, you will get farther and deeper into the story, with the allotted credits, until you know your way, the right weapons to choose and the bosses' patterns. Only then will you master the entire quest.

Remember those great 8-bit titles you could spend some time with and really get into? Well, this is one of those, but with all the goodies the SNES brings. Is Jaleco on a roll, or what? We'll bring you a full review ASAP. But, in the mean time, mark this one on your calendar, it's going to be a winner.

JALECO
ACT./ADV.
1 PLAYER
8 MEG
AVAIL. JULY





Nigel Mansell F-1 CHALLENGE

INFOCOM
RACING
1 PLAYER
8 MEG
AVAIL. NOW JPN.

Talk about coming from nowhere! Nigel Mansell F-1 Challenge for the super Famicom is one incredible racing game. But, this should really come as no surprise since the game was programmed by Gremlin Graphics, the designers of Top Gear, the best racing game of 1992. Essentially, this game is a cross between Super Monaco GP and Top Gear, putting you in the cockpit for one of the most thrilling, speed burning rides imaginable.

Mansell lets you customize your Formula 1 vehicle, race through an entire F-1 season and even includes a driving tutorial where you are being paced and trained by Nigel himself. After you complete your training, you will be graded on speed, cornering, braking and overall performance.

Graphically, Mansell is good, but not great, especially when compared to recent scaling efforts on the Sega CD. However, The game does give you speed like never before. As fast as Monaco GP was, Mansell is faster with more objects along the road side. Additionally, the programmers at Gremlin have proved that Mode 7 isn't necessarily the answer when it comes to driving games. Mansell provides the hills, trees, lights, etc. that Mode 7 simply can not do, and they haven't sacrificed speed to do it.

There is, as yet, no American developer for Mansell, which is surprising considering the quality of this title. If you can find this super import, buy it. Racing fans will not be disappointed. - *BY TALKO*

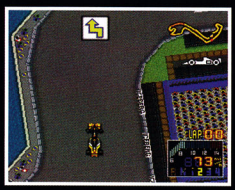
YEAH, I CAN MAKE IT.

NO KIDDING.

..AND MAKE IT SNAPPY!

F-1 GRAND PRIX

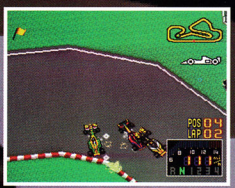
VIDEO SYSTEM
RACING
1 PLAYER
12 MEG
AVAIL. NOW



So far, fans of the F1 driving genre have not been well served in the U.S. market, while in Japan gamers enjoy 10 or more titles per year, one of the most popular being the F1 GP series. What sets this title apart from the others is the interesting rotation effects.

When you round a corner the entire track rotates providing not only a great effect but excellent control as well. The game also features a full season of racing, a detailed setup mode and battery backup making it a complete F1 experience.

If you'd like to check out F1 GP 2, you may as well seek out an import. American developers show little to no interest in this category so the chances of an American release are slim to none.

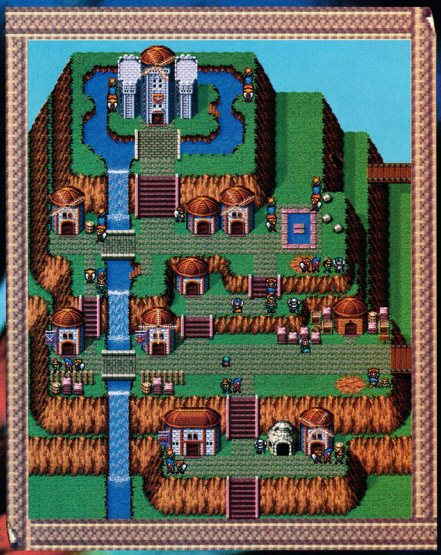


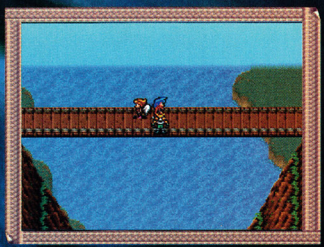
SCALE INTO THE PITS!

For a thousand years an incredibly powerful band of warriors (we'll call them the Dragon Tribe) had lived in peace. Then the Evil Goddess named Milia comes along and decides she wants to tempt them with all sorts of immoral, promiscuous, indiscriminate, lewd, and even downright wicked ways of living. The temptation worked of course, and they immediately delved head first into a frenzy of nefarious endeavors. Eventually about half of them realized the error of their way and decided to put an end to the other half's good times which of course enraged the other half and started a feud that nearly wiped out the planet (whoa). The bad guys decided to call themselves the Black Dragon Tribe. The other half decided this was an intelligent naming convention and called themselves the White Dragon Tribe. Somehow, during all the chaos of tribal warfare, one hero and seven of his friends managed to get organized enough to go after the Evil Goddess directly instead of killing each other.

Our band of adventurers travel through treacherous lands defeating legions of uncooperative beasties searching for the six keys required to constrain the Evil Goddess Miria. Being mighty heroes they dispatched her with the greatest of ease and went on to eliminate the powers the Tribe had acquired by joining forces with the Evil Miria as well. You can bet the Black tribe is none too happy about that. This is where you the player come in. You must overcome the Black Forces and vanquish once and for all the residues of Evil Miria's influences.

As you can see by these shots, Breath of Fire has graphics far superior to most of the previous RPGs on the market with 3/4 view fighting scenes and well laid out maps and towns. You can look forward to a full Game Fan review of Capcom's very first undertaking in the RPG category in our next issue.





CAPCOM
RPG
1 PLAYER
12 MEG
AVAIL NOW JPN.

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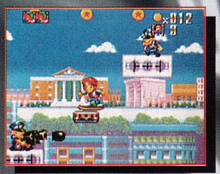
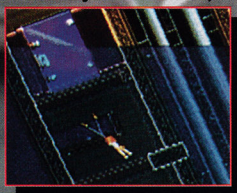
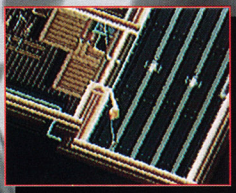
SUPER NINTENDO PREVIEWS

by The Empire



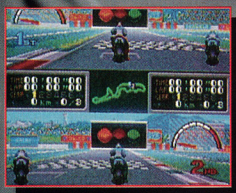
In our next issue we'll preveiw perhaps the best movie title you'll ever see, Super Back to the Future 2.





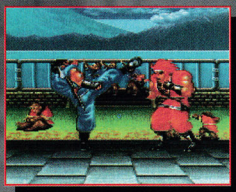
Here's the racing viewpoint I've been waiting for! It's Super F1 Circus 2. This on looked hot at the CSG. More soon!

Remeber the Posieden Adventure? Now you're attempting to escape a sinking Luxury Liner in Septentrion. It's all here but the water.



Finally! A road racing game for the SF. It's GP1. We should have a review next month if all goes well ... U.S. release ... please!

Yet another Geo port is on its way to the Super Famicom. Sengoku is nearing completion overseas. This 8 meg version is 2 player and longer than the original!

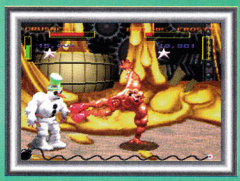


Sunsoft's World Heroes looks almost identical to the Geo's. This awesome fighter is scheduled for a U.S. release this summer. More quality from Sunsoft! More soon.

LucasArts is hard at work on the 2nd Star Wars game for the SNES, Super Empire Strikes back. Look for even more excellent action in this awesome 12 meg sequel. I'll be looking for this one at the June C.E.S.!

DHNN NEWS FROM AROUND THE WORLD

AN INTERVIEW WITH Interplay



Recently, Game Fan sent ace reporters Kid Fantastic and Talko behind the scenes at Interplay Productions. We had heard some rumblings that Brian Fargo and his gang of 110 were seriously into producing some of the most mind-blowing games ever seen on a home screen. We spent the day picking his brain on the past, present and future of gaming and brought back some exclusive coverage on new Interplay games set for release in 1993. Trust us, what you are about to see represents some of the best game design we've ever seen. So, read on mighty gamers, these guys are serious...

Game Fan: Tell us a little bit about the history of Interplay.

Brian Fargo: Well, I jokingly refer to my beginnings in the gaming industry as my "Internship as a Nerd". I began with the Atari VCS and am basically a first generation game freak. I started programming on an Apple II, trying to create unique games that emphasized discovery and played and programmed all day long. I started Interplay in 1983 when I was 20 years old, working late into the night, seven days a week. My goal at that time was to create entertainment products, not to publish them. Interplay eventually got into publishing through an affiliate publishing relationship with Activision. Eventually, I began thinking, "Hey, we can sell this better then them" and we began publishing on our own in 1988.

GF: What were some of your early titles?

BF: Our first major hits were Bard's Tale and Battle Chess, which have both proven to be lasting titles with great name recognition.

GF: You seem to have an incredible collection of programmers, artists and other talented people, how did you go about assembling your staff?

BF: Well, I have always considered myself to be somewhat of a renaissance man, you know, "Jack of all trades, master of none". I did a little programming, a little music, couldn't draw to save my pencil, but I think that I can recognize talented people in these areas. This is what I consider to be the best part of my job; discovering key talent and providing an atmosphere where these people can be at their creative best and prosper. If you can provide a positive environ-

ment where people work together and challenge each other, the products will take on a life of their own. Also, I believe that one of the major reasons we have been successful to date is that we will do what ever it takes to produce a quality title. If a deadline has to be extended to achieve the quality we are looking for, then that is exactly what we will do.

GF: This feature is debuting much of Interplay's product for 1993; Rock 'N Roll Racing, Claymates, Clay Fighter and Lord of The Rings. Can you tell us what else Interplay has in store for our readers in the near future?

BF: We are very interested in 3DO and the opportunities that it offers. We are planning on doing 3 or 4 titles in late '93 and early '94, most of these early titles will be translations of existing interplay product. The first two titles should be Battle Chess and Lost Vikings. We are also planning on doing titles for the Sega platforms, but they will probably be licensed to another developer, as we did with Out of This World on the Genesis. Lost Vikings will appear on Genesis by the end of the year.

GF: What do you see as the future of video gaming?

BF: A philosophical change is coming in the industry, more than a technical one. We are in the process of reaching a level of technology where developers will have all of the tools necessary to create real world environments, so that limitation as a way of distinguishing software will cease to exist. With Multi-media, the focus will switch to more of a holistic cinema-type approach with an integrated studio that represents somewhat of a

revolution in the world of electronic entertainment.

GF: Brian, we would like to thank you, on behalf of our readers, for the insights and great games you have shared with us today and for your dedication to producing quality software. We wish Interplay Productions great success in the future.

The Game Fan staff would also like to acknowledge the help of the following people at Interplay; Ms. Kim Carino, Mr. Kevin Horn, Mr. Alan Pavlish and Mr. Michael Quarles, dedicated professionals like these are a big part of what makes producing Game Fan the best job in the industry.

THE

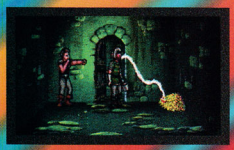
MAKING

OF

CLAY

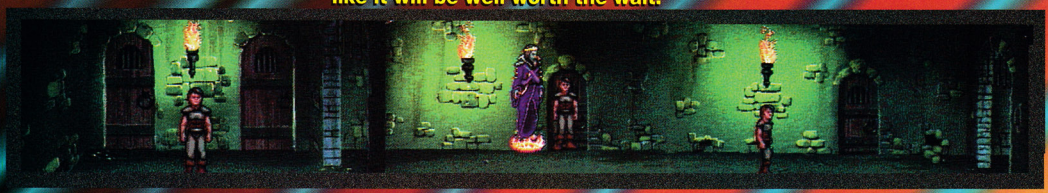
FIGHTERS

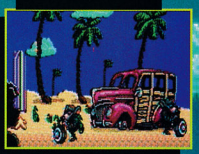
TURBO TOONS



TTI
ACTION
1 PLAYER
SCD
AVAIL JUNE

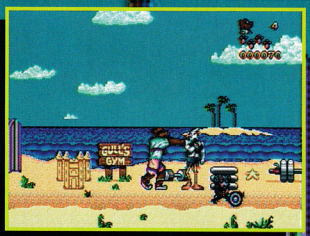
Wow! Beyond Shadowgate is a real surprise, In fact this may be the best CD game this system has seen since Y's. This interactive adventure features ultra smooth character animation, excellent music and effects and good control. The preview shown here is of level one only which was packed with more carnage than most complete dungeon adventures. There are traps everywhere and evil foes who would love to eat you for lunch....and will. It may be some time before this one comes out, but hold on, it looks like it will be well worth the wait.

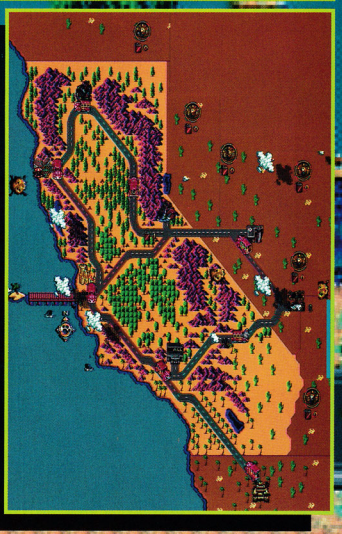




T.T.I
ACTION
1 PLAYER
SCD
AVAIL JUNE

I thought I had seen it all, but I was sadly mistaken. I have never laughed so hard in my life. TTI takes eight bit to new extremes with possibly the most cheesy game of all time. Move over Waynes World here comes Camp California. Beach Boys fans rejoice! This game is packed with those mellow flowing tunes of yester year. So break out the beach blankets and get ready to maneuver a big stiff bear through the many obstacles of the California Coast, except with no scrolls and no clouds in the sky. The only positive I can find here is that this game shows how much NEC really needs a new system. Games like this have no place in today's industry. Granted the CD still has some awesome games like Dungeon Explorer 2, but they are way too few. Just give us our Street Fighter 2 for the turbo and then a 32 bit. We miss you NEC. Please step back into the fray.





TURBO PREVIEWS

Master the Dungeons this summer with an all new Dungeon Master Adventure for the Turbo Duo.

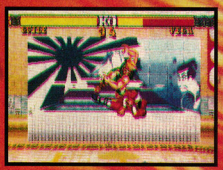
Another Quality import for the Duo is on the way. Look for Terraforming this summer.

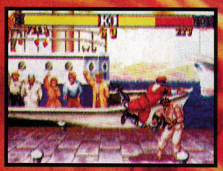
Sega's popular import coin op is on its way to the U.S.! Good news for CD owners, this shooter is one of the best! Full review next month!

1 on 1 fighting takes on a whole new look with Godzilla. This one looks interesting; we're working on it. More soon

STREET FIGHTER II'

FIGHTING
2 PLAYER
20 MEG
AVAIL JUNE

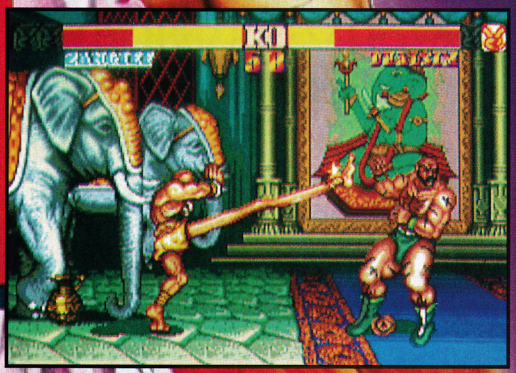


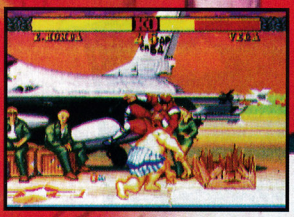


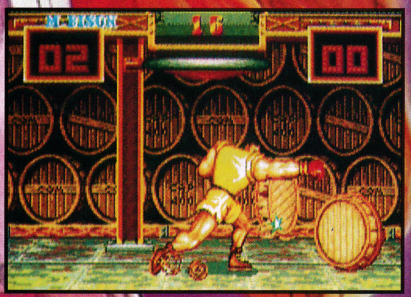
PC Engine's New 6 Button Controller for SF2'!

Attention all PC Engine owners! Street Fighter 2 Championship Edition is on its way and guess what? It's the best version yet (beside the arcade), we can't believe it either, but it's true. This 20 meg monster card holds all the colors, animations and speed that the coin-op has, frame for frame, even the voice is good. The music is kind of twangy but, for the PC Engine, even that is good. There's even a cool six button controller to go with it. So, only one question remains. Will it be released over here? And, if not, how will you play it on your Turbo with only two buttons?

Number one, there are no plans for a U.S. release (but do you really think that TTI would let it slip by? No way, but still no plans). Number







Only 2 of the 3 bonus stages are found in the PC Engine version.

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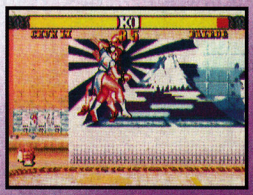
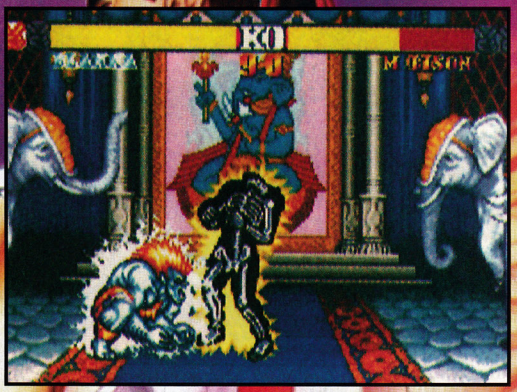
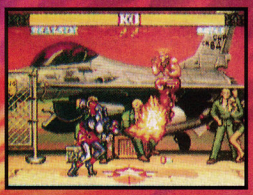
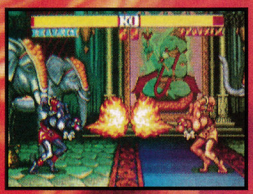
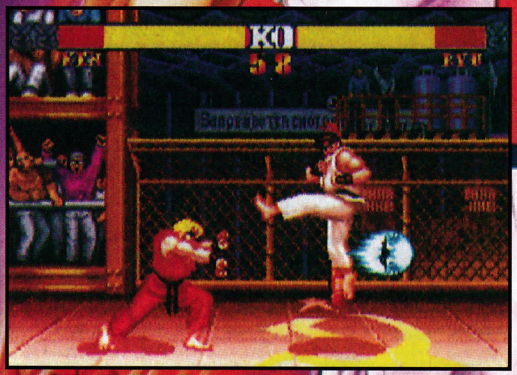
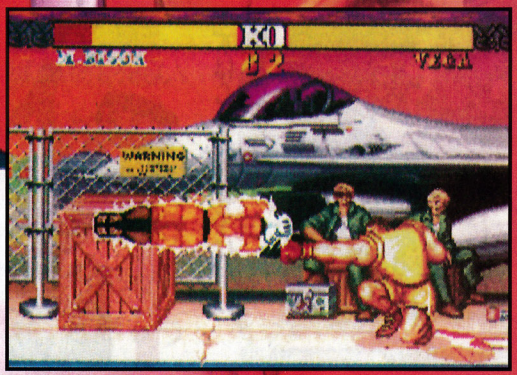
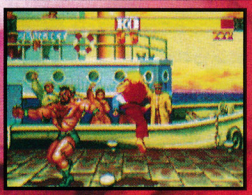
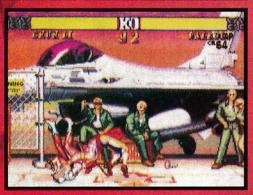
two, undoubtedly a converter for the import six button to plug into the Turbo is already being developed. Hopefully, by the June release date, something will be available. Even if you have to plunk down a few bucks for a PC Engine, don't let SF2 pass you by. It is truly an amazing feat for a system that is on its last legs and, once again, this version is intense ... lots more next month. - Yoshi



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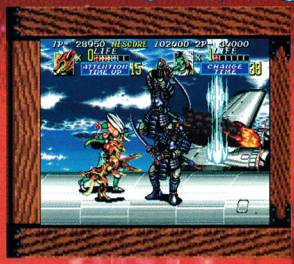
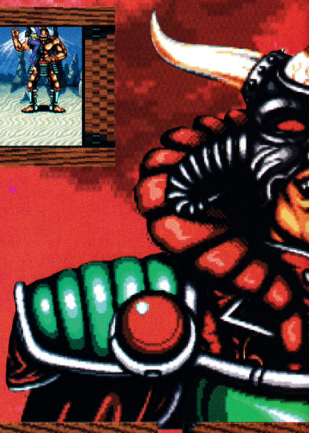
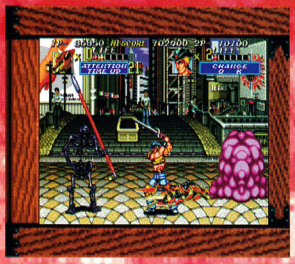
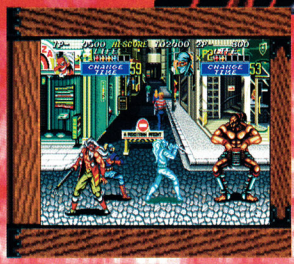




What's this? A new Neo-Geo game, and it's not fighting? Can it be? Well, yes and no. In Japan...yes, but in the U.S....no. You got it, there are no plans to release this title over here. I believe SNK is being run by an evil computer bent on breaking your spirit if you own a Geo. There is talk of Crystalis...delayed, Magician Lord 2...delayed. Why? Fighting games, that's why. "Gotta make way for those sequels you know, we want quarters"!

O.K., now that I've got that off my chest, let's talk about Sengoku 2. To my surprise, this is probably the second best action title for the sys-





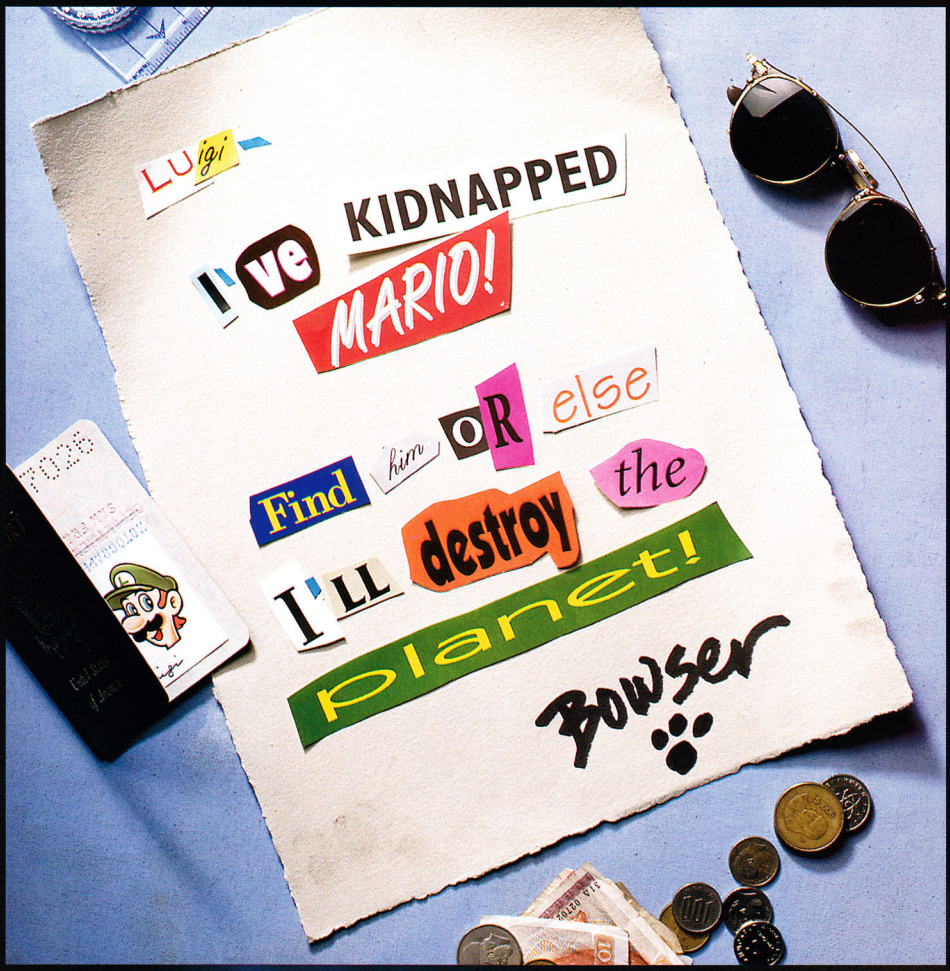
tem. The graphics are second to none and the musical score is too cool, and color, you want colors? You won't believe it.

This game reminded me of how cool this system was when they cared about the home consumer. I guess that's why I opened up with an angry cry. But really, aren't you looking forward to some new genres for the Geo like 3D or RPG or Action/Adventure? I know I am. Hey, fighting games are great if there's other types of titles released around them, but one after another is just too much. Where do you draw the line? Anyway, if you can find one, don't miss this sequel...it's all you've got.

THRASH Rally

ALPHA DENSHI
DRIVING
1 PLAYER
46 MEG
AVAIL. NOW

Since its inception, the Neo Geo has been lacking in good driving games. Riding Hero was weak and SNK has not bothered to try and do a first person racer since. Thrash Rally is a different story. This top-down racer is a short, but sweet road rally through Europe in which you can choose your type of vehicle and participate in the five stage Paris to Dakar Rally or in a World Championship mode. The graphics are excellent with many highly detailed characters lining the tracks and great use of the Geo's color palette. There is also a nice full-screen scaling effect when you go over ramps and the sound effects are up to usual Geo quality. The problem with TR is that it is way too short. I guess this is somewhat inevitable in a Neo Geo game with its arcade first mentality. Also, I can name 7 or 8 other 16-bit racing games that I'd rather play. This is not good when you're shelling out 200 bucks for a game. Oh, well I will keep my torch burning for an in-the-cockpit 3D racer on the Geo. Hey, I've got it, maybe Terry, Andy and Joe will buy some wheels and duke it out on the highways of America, now there's a game!



LICENSED BY Nintendo

IMAGINE A WORLD WITHOUT MARIO

MARIO'S NEWEST ADVENTURE IS COMING SOON ON SUPER NES®

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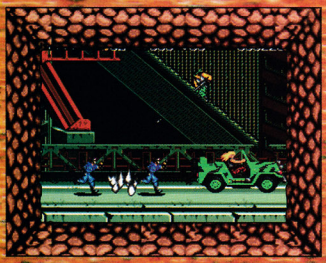
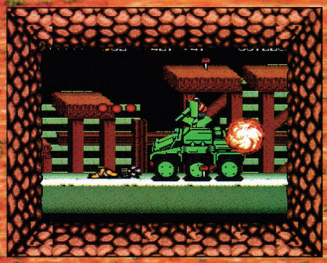
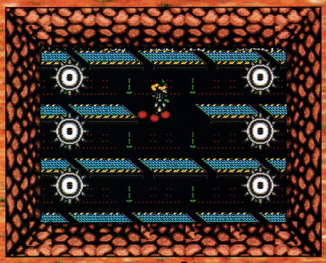
THE SOFTWARE TOOLWORKS

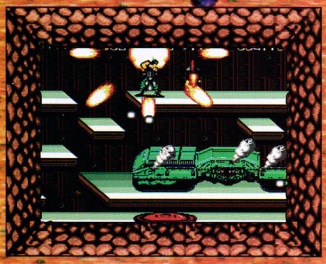
MIDNIGHT RESISTANCE

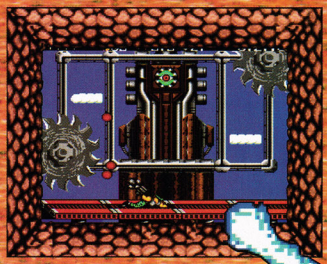
THE GR

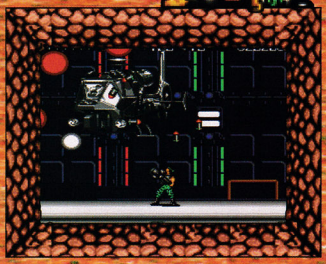




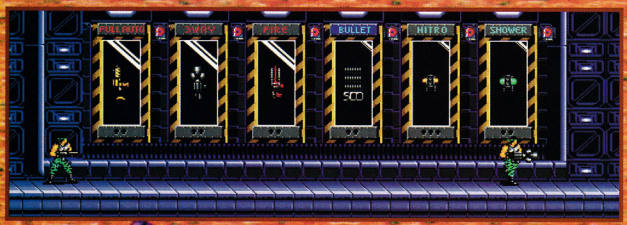


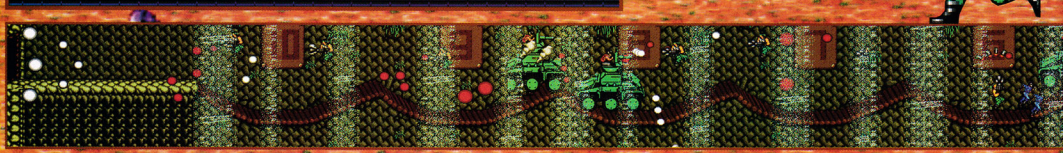






I can remember back when the genesis had hardly any action titles. People were starving for arcade action translations, there were way too many shooters out and no fighting games, (that craze had not even started yet). That's why Midnight Resistance was so important. It marked the beginning of the action game years on the Genesis,due to it's huge success. Although it was only one player, the game was done extremely well, the graphics were arcade quality and the music was actually far superior to the coin-op. Of course now with programmers having the system operating at its limits they could easily do a two player version, but still Midnight Resistance holds up even today as a strong action title that no Genesis owner should be without. It shouldn't be too hard to dig one up.





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MY RESEARCH HAS PUT MY FAMILY AT RISK

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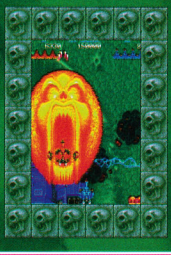
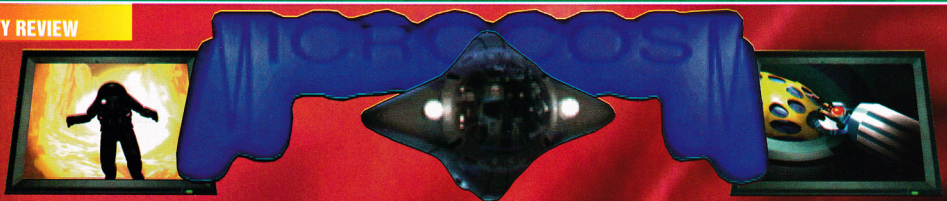
For all of you overhead shooter fans out there get ready for the 32 bit sequel to Truxton, Tetsujin 2. This first shooter for Marty will be our focus next month.



MARTY REVIEW



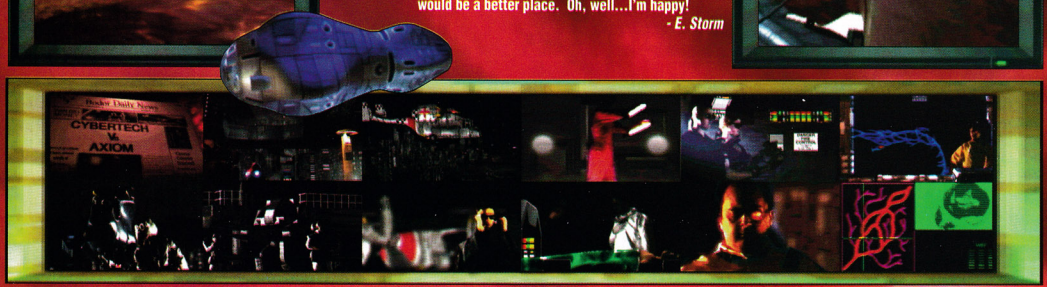
Say hello to Marty, then say hello to Psygnosis' Microcosm. Let me tell you, 32-bit is phenomenal! I don't know how I can possibly convey the splendor of this game, but I'll try. Microcosm puts you, yes you, inside of a human body, piloting several different crafts. You actually scale through arteries, the heart, the brain and other choice body parts of the human anatomy. But, get this, much of the game is in an Afterburner perspective. You have to see it to believe it. Between rounds (if you make it) you dock your ship, get out and walk through station corridors, all in 3D with perfect scaling and you control it, that's just between rounds!

Here's the deal, it is the year 2051 on Border. A planet controlled by two major companies, Cybertech and Acsilion. People predict that in one or two years, one company will stand at the top. Mysteriously, the President of Cybertech dies. rumors of assassination by the rival, Accession, emerge. Microcosm starts in an executive office where we learn the assassination was carried out by Cybertech. They are now inserting a Gray M into the new President, Cosby, of Cybertech, in an effort to control his brain. Three days after the surgery, two spies enter into Cosby's body, using micro capsules to rid his body of the Gray M. A world premiere micro-fight is about to start...and you're in it.

I've had an FM Towns for years, and I've never seen anything even close to this. This game has no resemblance to a glitchy, keyboard controlled PC game. This is a first person shooter...video game. You're scaling through veins, shooting cells and corpuscles, you come to an opening, the perspective changes, turning 360 degrees; you're looking at yourself. A sight comes down and covers your eyes, now you're looking through it, shooting enemies as they emerge from an opposite vein. scenes like this are everywhere, with no access, and you control it. Microcosm has shown me true 32-bit for the first time and it is truly amazing, almost too real. And, if you think this is good, the 3DO stuff I just saw is even better.

Gaming is truly moving forward at a breakneck pace, as more and more adults enter the arena. I am very excited about the future, this truly is our time. While the taggers are out, spray painting walls, I'll be in my entertainment zone, scaling through parts unknown. Maybe if politicians let go with a game once in a while, the world would be a better place. Oh, well...I'm happy!

- E. Storm



WELCOME
TO
32 BIT

3DO

The Future of Gaming

Welcome to what we hope will be shown here every month from now on, Die Hard Game Fan's 3DO section. It is our firm belief (after viewing these games and speaking with several developers) that 3DO is the future, and will set new standards in our industry. Of course there will be those who will moan about the introductory price, but when you figure the games come in at under 70 bucks, it softens the blow considerably, and for those who simply won't shell out the initial investment you can be sure the price will drop as soon as the installed user base is in place (and that in my opinion will be extremely fast). I can pretty much guarantee that when you see an actual finished title, you will find the money. This my friend is extremely impressive stuff. My only concern at this point is quality control, which is why we will feature each and every game, that way you can use us as your guide to quality.

Pictured here are the first two offerings from Crystal Dynamics, Crash & Burn™ and Total Eclipse™. Believe me, even though these shots look good you could never imagine how amazing these games are without seeing them move ... scaling? Oh ya, I'll say it's the next level. How about real life, but better. Up until now I thought virtual racing was the ultimate, but now I realize it is only the beginning.

What really blows me away is that these are the first games! You get this right out of the chute! (this September), can you imagine the future? I am extremely optimistic about 3DO. Our thanks to the incredible staff at Crystal Dynamics for the sneak peak.. We'll bring you a full review on these two stellar efforts as soon as they near completion (figure August). Until then we'll be hot on the trail of anything we can get our hands on, so that we can bring you more every month, from this day forth.

See ya next month.

Crystal Dynamics' first two action titles, "Crash & Burn™" and "Total Eclipse™" will feature a host of digital innovations, including full motion video; 3D texture mapped polygon filled graphics; broadcast quality color; movie quality animation; stereo quality music; 3D audio sound effects, digitized voices and simultaneous scaling, rotating and zooming of all objects.

In Crash & Burn players race on 30 different tracks featuring the first banked curves and corkscrews plus thrilling jumps, inclines, declines, and an assortment of obstacles including water patches, tar, ice, sand, stalactites and explosive mines. Backgrounds include intricate lifelike details including such effects as moving clouds, setting suns, steam and earthquakes.

Total Eclipse is equally impressive.

"We're going to set the standard for an entirely new gaming experience"
- Judy Lange, President Crystal Dynamics

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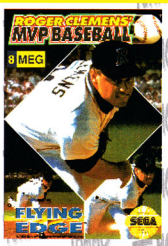
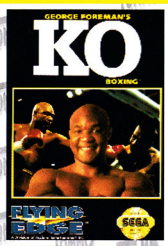
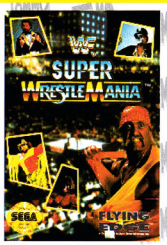


ROGER CLEMENS BASEBALL

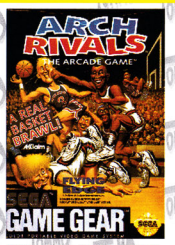
NBA ALL-STAR CHALLENGE



GEORGE FOREMAN BOXING



SUPER WWF WRESTLING



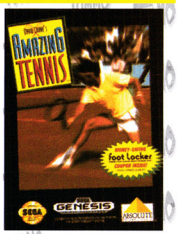
ARCH RIVAL (GAME GEAR)

ABSOLUTE ENTERTAINMENT

STAR TREK (THE NEXT GENERATION)

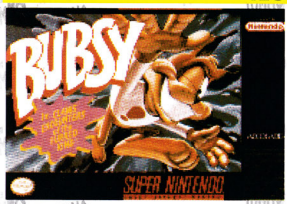
TOYS (SUPER NINTENDO)

TOYS (GENESIS)

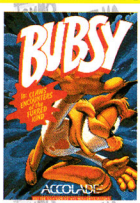


AMAZING TENNIS

ACCOLADE INC.



BUBSY (SUPER NINTENDO)



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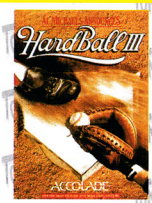
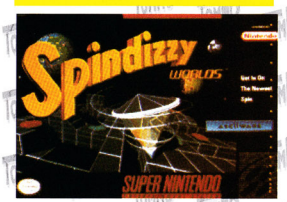


HARD BALL 3

POWER CHALLENGE

ASCIIWARE



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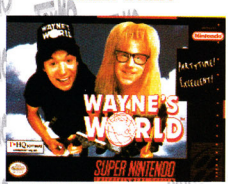

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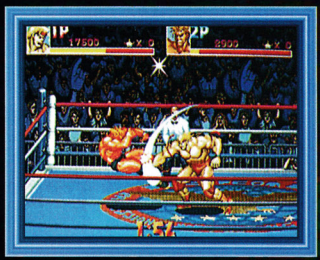
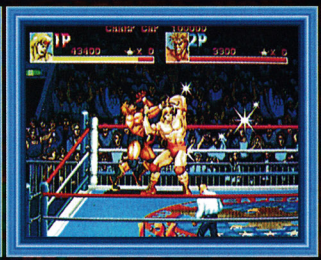
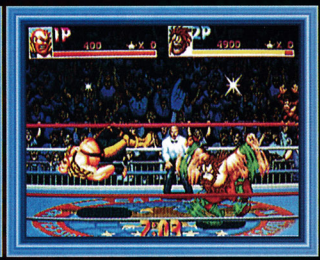
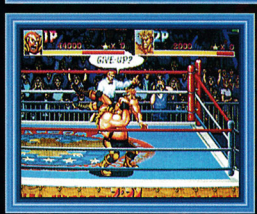
QUARTER CRUNCHERS

Arcade wrestling may never get better than this. Capcom's new Saturday Night Slam Masters lets you pick from 8 players in the 2 player single match; Titan, Rasta, Oni, Stinger, Biff, Gulo, Crater and even the mighty Haggar and, in the two player battle royal, you can choose Scorp and Jumb, giving you 10 players in all. SNSM uses a 16 bit processor similar to SF2,

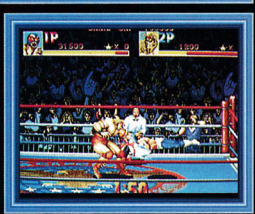


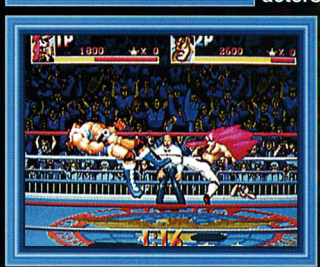


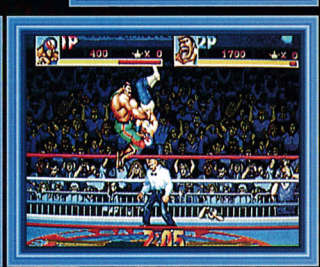


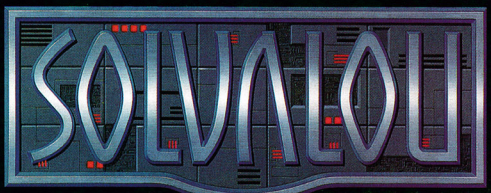


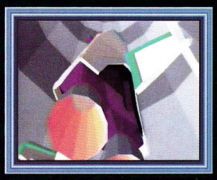
has stereo sound and over-lapping digitized voices. The game play is excellent with many SF2 style moves and some truly awesome mascots. You can even pick-up debris thrown by the crowd and use it in battle. This game displays an overall awesomeness seldom found in wrestling games. Oh, and by the way, see if you can find any SF2 characters in the crowd.

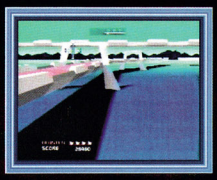




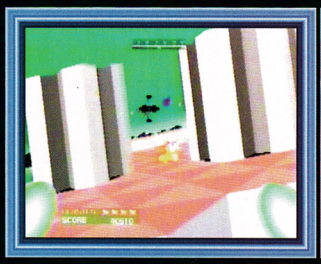


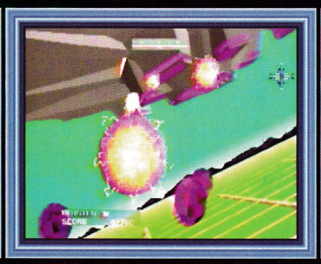


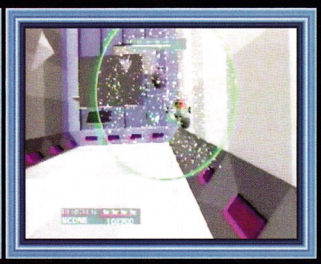


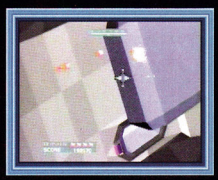


If you think you've seen 3D, think again. Solvalou is so good, it's almost worth a trip to Japan to play it. This unit is just too expensive for U.S. arcades. Although, I did play it at the Cyber Studio inside Caesar's Palace (of course, Ken gave me free credits) in Las Vegas.
Solvalou is actually a 3D Xevious which takes you from high in the sky to ground level (as if you're skimming the Earth) and into deep, cavernous tunnels.
At one point in the game, you dive below the ground, whisk through winding tunnels, then emerge into a huge, cavernous room that seems 100 yards wide, giving the player an almost weightless feeling. Solvalou is the real thing. At some point, Namco will undoubtedly bring this and Starblade to 3DO. When that time comes, make sure you've got one in your entertainment center, Namco is a 3DO developer.









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OTHER STUFF

It's 7:00 AM, Sunday April 25th, we've been up for 72 hours straight finishing this issue, welcome to Other Stuff. Lets start off with some SF2 info since it's popping up everywhere. Of course as soon as we reported on SF3 the boneheads had to rebut in their Q bonehead section (juvinile, is'nt it?). I wonder if they'd like to go head to head at SF2 with the Enquirer again. Our information comes from an extremely good source in Japan. He saw with his own eyes. Of course, any info on any game is subject to change, but would you rather we didn't tell you what we've heard? We don't think so. After all that's what Other Stuff is for. Street Fighter 3 is currently still in development and whenever we hear anything from a reliable source we're gonna let you know. Super SF2 (working title) is also in the testing stages. In fact there were recently 3 days of location tests in Osaka. This new SF2 features four new characters. A girl, a Bruce Lee type fighter, a boxer and an Indian. Each character has new moves. Vega can now stand and kick, and Balrog can now kick also. This is not SF3, but a new rendition of 2. While we're on the fighting thing here's the latest on Mortal Kombat. First of all the SNES version will be censored. The good news is that there may be a code to access the carnage. There's also a good chance you will be able to control the last 2 bosses. No news on the Sega versions, except that they are further along. Hey, no news is good news when it comes to censorship.

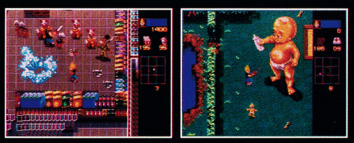
In Other Nintendo news ...

A new 32 meg upgrade board has been announced in Japan. Will Turbo Edition be 32 meg? It could happen. New releases just announced for the Super Famicom are F-Zero 2 (not to be confused with the working title Superhero Racing) and Pilotwings 2. Both use the NEC DSP. Macross (the arcade version) has also been announced. But the best news is the new 16 bit Mario collection which will feature Super Mario 1, Super Mario Bros. 2, the Japanese version (which never came out in America), Super Mario Bros. 3, and Super Mario Bros. 2 (the U.S. version). This cart features the original games with updated 16 bit enhancements. Similar to the Genesis version of the 8 bit NES Battletoads. classic Mario on 16 bit!! Here's some great Konami news. Sunset Riders is ready to go and will be shown at the up coming June show, along with the new Turtles game which is one on one fighting, and Zombies Ate My Neighbors, a new title which looks absolutely incredible. Konami is a remarkable company. Have you played Data East's new fighting game Fighters history in the arcades yet? If not, check it out. Look for SNES and Genesis version early in '94

In Sega news ...

The hot topic is the Time/Warner deal. Next year your cable company may offer the Sega channel which will allow you to download games (and preview new games) right into your living room (for a small monthly fee). If testing goes well look for the Sega channel sometime in the near future. More good news for Sega owners, Virtual Racing has been announced. It will be a 16 meg cartridge using the new Sega DSP which runs at 26mhz allowing the system to do texture mapped polygons. Look for virtual racing to debut at the upcoming June show and come out around Nov. Sonic 3 (which may also use the new DSP) is currently in development over at SOA. Look for an all new character to make it's debut (a gopher!). Another new Sega title is a 16 Meg cart where you control either Wiley Coyote or the Road Runner. For fighting fans (now that SF2 CE has been delayed) the big news is Sega's Real Fighters, which Tom Slick saw and says looks better than SF2. (Jelly level ... I don't know Tom.) Now here's some great news from Konami... Castlevania Blood Lines for the Genesis will be at the June CES! This all new Adventure features a new lead (one of Simon's relatives) and will take you from the middle ages to modern times through 9 levels, each 3-5 areas. This 8 Meg cartridge will also feature all new sound FX never before heard on cartridge, and some nasty bosses including; Talof, (a greek soldier with a brass body), a gargoyle, Mecha Frank (a mechanical Frankenstein who can unscrew his head), Kali (who has six arms all with swords.. ouch!), and Gear Wheel Man (he dismantles his body!). Sounds good huh? You know it will be, it's Konami! Other new Sega games to debut at the June CES are Zombies Ate My Neighbors. Turtles one on one fighting (which will feature different enemies than the SNES version), and Lethal Enforcers on Sega CD. Here's some great news for future 3DO gamers, we finally got to see some actual games and let me tell you, you've never seen anything like this! This new system is the real thing and has the support to be huge. Nothing new on the rumored price drop but we'll keep you up to date. Look for major GF 3DO coverage increasingly each month. And lastly, did anyone read the article in the N.Y. & L.A. Times about the Sega/Time Warner merger? What was that new Sega system they were talking about for late '93? Could it be ... the 32 bit? Our sources say almost certainly ... Yes.

O.K., well that about wraps up another edition of Other Stuff. We hope you liked it, see ya next month



Zombies Ate My Neighbors
by Konami for the Genesis

He can fly! Here it is, the sequel to one of the best games ever created for the SNES, Actraiser II by Enix. This new 12Meg sequel is all action, with over 40 levels and a password. Actraiser can now fly with angel like wings (a nice tie in to part one) and Yes, Yuzo Kashiro is back ffor more on this phenominal sequel in future issues. Actraiser II is scheduled for November.

These actual shots of the SF version of Art of Fighting and Fatal Fury 2 look extremely promising. Everything is intact including the awesome zooming effects in Art of Fighting that helped make this one of the best fighters ever. Both of these titles are 16 meg. AOF is due out in October and FF2 in July.

1. Sega & Capcom hold a huge press conference introducing Street Fighter 2 Champion Edition and Capcom as an official licensee.
2. Sega is now positioned to take the lead over Nintendo.
3. The Sega/Time Warner Cable deal hits the Times ... Nintendo seems defeated for '93.
4. Capcom of Japan drops the A-Bomb, it's called Street Fighter 2 Turbo.
5 Capcom U.S.A. says no U.S. version, we just signed a deal with Sega.
6. Capcom Japan says we don't care.
7. Capcom U.S.A. announces the delay of the Sega version for a simul release with the SNES Turbo edition. They doo-doo on Sega (not by choice).
8. There's a new Super Famicom 32 meg upgrade board announced in Japan ... Could it be? We think so.

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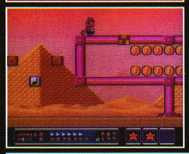
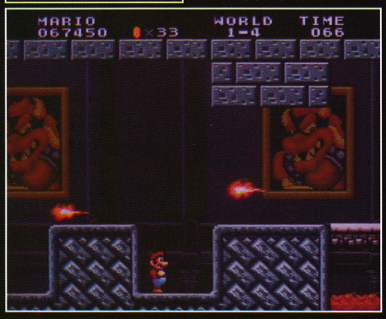
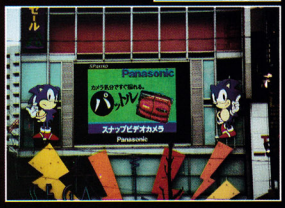


Remember the magic of Mario on the NES? Well, here's 4 adventures recreated on 16 Bit all on one cart! With all new sound and graphics. This exciting new mario compilation hits Japan this July. U.S. release? We'll keep you posted.



Here's some photo's from Kei's recent trip to Japan. This is what SOJ and the big "N" look like up close and personal. Game Fan was well recieved by both biggies and all the third parties! That means more exclusives for you! (That's Kei there in front of Nintendo... Broke. After taking everyone out to dinner. I hope I can write this off..)



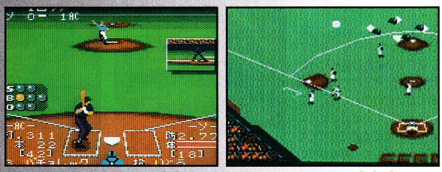
Set to air this fall "The Adventures of Sonic the Hedgehog" looks fantastic. We all agreed after viewing the promo that this will be the finest cartoon airing in the U.S. Not only is it extremely well animated, it is laugh out loud funny. The storyline is reminiscent of the Road Runner with Robotnik bent on the demise of our beloved Sonic, only Wile E. Coyote never got worked this hard. Jaleel White does the honors for Sonic's voice and it works well. It's about time we got some good animation. Set your VCRs! Look for our coverage on the darker prime time Sonic cartoon next month!

HANDS ON PORTABLES

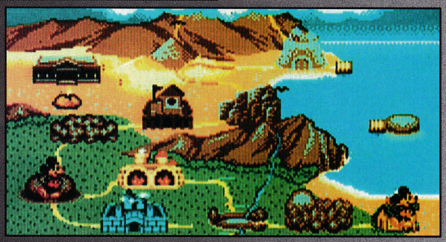
by Hands on Harry

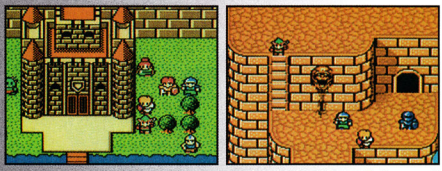
Isn't it depressing? I mean the way that Atari has handled the Lynx. This awesome little powerhouse has had more games announced than have come out. Well here's some hope, Battle Wheels is like Warbirds on land. Everything scales! We'll bring you a full review on this Battle Royal next month.

Believe it or not; Dracula for Game Gear looks better than the Genesis cartridge version. You'll see what we mean next month. Shades of Castlevania?



More Baseball! It's GG Baseball 2. This new GG Sports title will get the full Talko workout next month.





Shining Force 2 is on its way to both the Mega Drive and GG in Japan, more on the GG version next month.

From the World of Illusion on Genesis to Land of Illusion on the Game Gear, Sega's keeping Mickey busy!

SOR2 is on its way to the GG, Taito's new Soccer game for the GG is intense, rivaling most 16 bit and far surpassing other GG sports titles. More on both next month.

We've gotten quite a few letters about the absence of our Hands On section and we're sorry for the delay. We've been waiting for special equipment from Japan to capture GG right off the screen so it will look as good as the rest of our magazine. If we're gonna bring you hand helds we're gonna do it right ... you'll see. As for the Lynx, well, Atari can't provide us with the necessary equipment to show you quality shots, so as soon as we can find a way we'll give you Lynx coverage like you've never seen. Hands On will be back next month with a new look.

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THE SCHEDULE · JUNE 1993

GENESIS

Shining Force	Rpg.	Sega
Street Fighter Champ Edit.	Ftg.	Capcom
Jungle Strike	Str.	EA
Sorcerer's Kingdom	Rpg.	American Sammy
B.O.B.	Act.	EA
Toys	Act.	Absolute
Hook	Act.	Sony
F-15 Strike Eagle II	Sim.	Mindscape

SEGA CD

Indiana Jones	Act.	Sega
Spiderman	Act.	Sega

SUPER NES

BattleToads	Act.	Tradewest
Spellcraft	Rpg.	Ascii
Wolfchild	Act.	Virgin
Magic Johnson	Spt.	Virgin
Slap Shot	Spt.	Virgin
Utopia	Sim.	Jaleco
Mario is Missing	Ent.	Mindscape
Final Fight 2	Act.	Capcom
B.O.B.	Act.	EA
Alien vs. Predator	Act.	Activision
First Samurai	Act.	Kemco
Super Widget	Act.	Atlus
Aquatic Games	Spt.	Seika
Rock & Roll Racing	Drv.	Interplay
Toxic Crusaders	Act.	Bandai
Equinox	Act.	Sony
Arcus Odyssey	Act.	Renovation
Terminator 2 Jdgmnt Day	Act.	Ljn

TURBO GRAFX

Bonk 3	Act.	TTI
Gradius 2	Str.	TTI
Exile 2	Rpg.	TTI
Magical Chase	Str.	TTI
Vasteel	Str.	TTI
Battle Load Runner	Pzl.	TTI

(These represent the next 6 titles)

NEO GEO

3 Count Bout	Spt.	SNK

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01-07

READERS' SURVEY MOST WANTED/TOP TEN

Name _____
Address _____
City _____ State ____ Zip _____
Age _____
System(s) owned _____
How many games do you buy per year? _____
What type of game do you prefer? _____

Please write on a separate sheet what your most wanted/top ten games are. 01-07

THE POSTMEISTER

Hey you! I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or i'll come to your house and steal your mail ... cuz I'm CrAzY!!

Dear Postmeister,

I'd like to congratulate "Game Fan" for being the best mag in the business! Your reviews are unparalleled, as you know exactly what a gamer is looking for in a game. Also the amount of pictures you accompany with your reviews are amazing! "Other Stuff" has got to be the best column that I have ever read in any magazine. But above all, what separates "Game Fan" from the other mags are the amount of advertisements you run! I hope your readers aren't fooled by the "thickness" of the other mags. Over half of its contents are ads! This fact makes Game Fan the biggest and best! Your format makes reading much easier,as there is not an ad on every other page. Keep up the great work!

Richard Mota
La Canada, California

Dear Richard,

You're right about one thing, we don't have too many ads. That's the price we pay for our knowledge, import coverage and honesty. What we do have is you, our readers, you're who we make this magazine for, not the advertisers, and we will never change that. That's why we need your support. We have chosen to rely on reader support rather than ad revenues to keep Game Fan going. So we thank you and all our readers for your support. Also, if in the future we do get more ads we will add to the contents accordingly to make sure you always get what you pay for when you buy Game Fan.

Dear Postmeister,

First off I love your mag and if you've got the answers I've got the questions. When is Mortal Kombat due for SNES? Will they keep the violence (such as pulling out your opponents heart) in? Any idea how the buttons will be on the SNES (like block, low punch, etc.) Will Reptile be on the SNES version, and if so can you be him? And last but not least will Art Of Fighting be on the SNES. Thanks a lot.

Jeff Hutchins

Dear Jeff,

The latest word on Mortal Kombat is that the carnage may be accessible by a special code. What type of code (Action Replay or controller) we don't know. This info comes from a reliable source but as always, could change. Would they release the code to gamers above the age of 18 only? And if so what would keep it from spreading to younger players? I guess we won't know until its release (Aug.-Oct.). As for Reptile, we'll find out, but our source also tells us you will most likely get to control the last two bosses. And lastly check out Other Stuff for screen shots of Art of Fighting for the SNES. Looks good huh! Thanks for the letter.

Dear Postmeister,

I called Sega a few weeks back and they told me that this June their six button controller will be coming out, at the same time Street Fighter 2 CD will be released. The question I have is that if a joystick like the C&L Champion joystick will be coming out? Also I heard Art Of Fighting is coming out on the Sega CD. Is it true?

Jose De La Torre
Los Angeles, California

Dear Jose,

SF2 Champion Edition will be released as a 16 meg cartridge in September. There are currently no plans for a CD version due to the fact that not enough people own CDs yet to make it desirable to Capcom/Sega (although a Street Fighter 2 CD would undoubtedly sell a whole lot of Sega CDs). To answer your second question, C&L already has a six button stick ready to go for the Genesis. And lastly, at the C.E.S. last January there was a lot of talk that Sega had bought the rights to Art of Fighting but no official announcement has yet been made. We will undoubtedly find out for sure at the upcoming June show. We have big ears here at GF. Thanks for the letter.

Dear Postmeister,

First kudos to you guys for producing such a high quality mag. You not only take us to the next level but light years beyond. I'm really glad you brought back the game preview photos at the end of the Sega, Nintendo, Turbo, and Neo Geo sections. I loved the shots you showed of Silpheed CD. It looks to be one of the hottest CDs of '93. How about more pixs of this spectacular title? I was wondering if you have any information on Wing Commander for the Sega CD; none of the other mags seem to be able to provide any solid info on this kick butt

game. Did Sega and Capcom show any demos of Street Fighter 2: CE at their March 10 press conference? Also, does Wolf Team plan on making Apros shown in your Feb. '93 issue on page 79, available on the Sega Cd? And who has the home video game rights to Namco's StarBlade? Thanks for listening. Increase the Peace!

Tamuka D. Rwizi
Rialto, California

Dear Tamuka,

Thanks for the Kudos but if we give the Postmeister chocolate he may convulse. I hope you like the new Silpheed shots in previews that Game Arts was kind enough to give us, we are working daily on getting a review copy. As for Wing Commander, it is still on the unknown list in Japan along with a lot of other earlier announced titles such as Powerdrift and World Rally. We'll make some calls and try to get some updated shots and info for our next issue. If they're available, we'll get 'em. I'm sure you already know about SF2 and the Sega/Capcom deal so I'll move on. The guy who was developing Apros has left Wolfteam (along with many others) and is starting his own company. He told Kei that he will continue development but is unsure of what format Apros will appear on. (It may be several.) Other X-Wolfteam employees can be found at the newly founded company Gau Entertainment working on Ex-Ranza. So you'll get that Wolfteam look from Gau. As for StarBlade, our good friends at Namco are talking 3D0, probably the only system capable of harnessing its awesome power. Thanks for the letter.

Dear Postmeister,

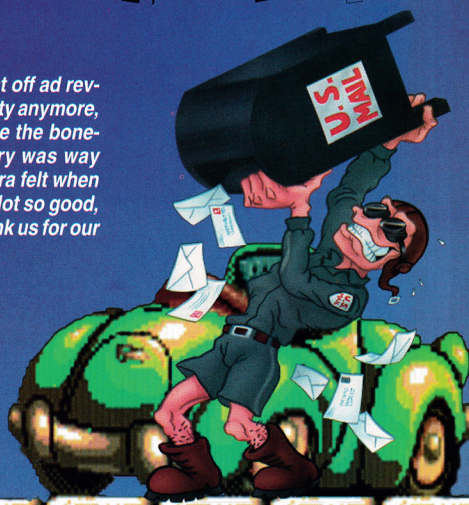
I am writing in regards to your mags excellent review of Fatal Fury for the Genesis in your April issue. While I am a totally loyal patron of your mag I also read several other mags so I can get a variety of input about new releases. While reading one of your competitors most haneous contributions to Videogamedom, I came across another review of Fatal Fury for the Genesis. Their review said that the control was lacking and special moves were hard to negotiate. This is exactly opposite what your mag said. After reading both reviews I did the only logical thing that a Genesis owner starving for a one on one fighter would do. I bought the game for a cool $65.00. (chump change compared to what I blew on that other lame mag for years). And so the a battle was born to find out who was king of mags and was receiving a mondo payoff to slam this excellent game. After about an hour of game play the victor was decided hands down. The controls were smooth and special moves easy to master. Game Fan is the king of mags. I have but one request and I'm sure all the other gamers out there feel the same. We need an honest mag that gives honest reviews and right now, even though your mag is so young, you're the one to beat. So keep up the totally excellent work and keep away from the evil payoffs of you know who. Thanks.

Tom "Muzzler" Smyth
Cross Lanes, West Virginia

Dear Muzzler,

I guess when you get so fat off ad revenues you don't need quality anymore, or good reviewers because the boneheads review of Fatal Fury was way off. How do you think Takara felt when they read those reviews? Not so good, in fact they called us to thank us for our coverage and ask if they could use our crisp, clear screen shots for the back of their box. Fatal Fury also received high marks in Japan, where reviewers are very tough, especially on fighting games. The reason I speak so angrily about the other guys is because every time we turn around there's a knife in our back or in someone else's that we have relations with. For instance, in their May issue they refer to us as juvenile, swearing that we were wrong and Sega does own Silpheed. Today is April 25th, Kei called Game Arts just hours ago, and again, they are very upset about this rumor. At this time at least one other developer is making a bid for the rights, and these allegations don't help at all. Game Arts went as far as having us Fax them the article. That's fact. We're just dedicated gamers who got lucky enough to make you guys a magazine. For having all those "millions" of readers those other guys sure snivel a lot. Any way thanks for the letter Muzzler, I've been waiting for a chance to get this off my chest for a long time.

The Postmeister



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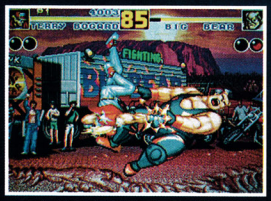

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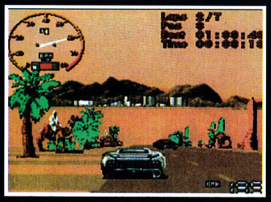

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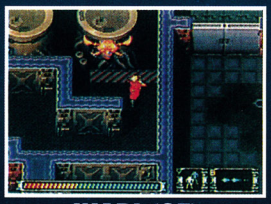

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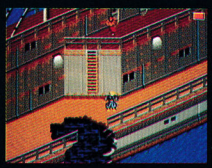

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